

MegaDrive Master System Game Gear Mega-CD

MEGAZONE

MAY 1994 \$4.95* NZ \$6.95 (Inc. GST)

AUSTRALIA'S
100%
SEGA
MAGAZINE

free!
poster
inside

Dragon's Lair

CHOP
'TIL YOU
DROP

Jurassic Park CD
Micro Machines
NFL'S Greatest
Jammit

**Getting
it on
with
Game
Gear**

Win!
hot
hand-held
hardware

ISSN 1321-8131



Landstalker

MAKING PLANS FOR NIGEL
our gamebuster guides the way

SOUNDS Like





tastes Like



Special Features

A GAME IN THE HAND...

18

The final chapter in our exhaustive Sega hardware exposé. This time, the Game Gear receives the special treatment.

DON'T LOOK NOW, BUT WE'RE ABOUT TO EXPOSE YOU

46

We asked you questions; you gave us answers. Find out more about yourself, and take a gander at which games you gave the thumbs-up to in '93.

Megazone
PO Box 746,
Darlinghurst 2010
Phone: (02) 331 5006
Fax: (02) 360 5367

Editor

Adam Waring

Deputy Editor

Sandra Bridekirk

Art Director

Duane Hatherly

Additional Layout

Kathleen McLennan

Cover Illustration

Sergio Medina

Contributors

Fil Barlow, Staven Miller,
Nathan Cochrane,
Peter Burney,
Derek de la Fuente,
David Thompson

Advertising

Sally Apitz

☎ (02) 331 5006

Production Manager

Ian Walker

Production Coordinator

David Kent

Subscriptions Coordinator

Katrina Panayiotakis

Associate Publisher

Angie Daskalakis

Editorial Director

Andrew Cowell

Publisher

Philip Mason

May 1994

MEGAZONE Contents

Reviews

30

DRAGON'S LAIR (MEGA-CD)

Dirk may look like a knight in shining armour, but how chivalrous is he when it comes to gameplay?

32

CHUCK ROCK 2 (MEGA-CD)

Chuck Rock's nappy-clad son goes on the rampage, throwing a very nasty tantrum. Will somebody give the child a dummy?!

34

JAMMIT (MEGA DRIVE)

Oh, no! Another basketball sim! Find out how *Jammit* stacks up against the dribbling heavyweights.

37

CJ ELEPHANT FUGITIVE (GAME GEAR)

Follow a chubby little elephant in a cap as he guides you on a seven-day Contiki tour of Europe.

38

NFL'S GREATEST: SAN FRANCISCO VS DALLAS (MEGA-CD)

It's interactive virtual football with great FMV – is the Mega-CD finally fulfilling its potential?

40

JURASSIC PARK (MEGA-CD)

Forget the Mega Drive game – this version is ace! Resident art person Duane Hatherly felt so strongly about it, he wrote the review. Onya, Duane!

42

MICRO MACHINES (MASTER SYSTEM)

You'll rediscover the joys of your Master System with this groovy racing-game-with-a-twist.

43

MICRO MACHINES (GAME GEAR)

Great on the Mega Drive, fab on the Master System and downright cool on Game Gear.

44

RACING ACES (MEGA-CD)

Ho, hum, it's a dodgy flight sim. Don't buy a Mega-CD just for this one.

© 1994 Mason Stewart Publishing Pty Ltd (ACN 001 268 060)
Not an official Sega publication

Printed by Hannanprint,
140 Bourke Rd, Alexandria 2015

Distributed by Newsagents Direct
Distribution, 150 Bourke Road,
Alexandria 2015. ☎ (02) 353 9911

Material in this publication may not be stored or reproduced without permission. Editorial contributions are welcomed, but are submitted at the sender's own risk. Articles reflect the personal opinion of the author and are not necessarily those of the publisher.

*Recommended and maximum retail price only.



RegUlarS

6

MEGA MOUTH

You say it, we laugh at it, we look at it again, we edit it, we print it, you read it. Simple, really.

11

NEWS ZONE

What's new, what's hot; what's happening, what's not. Including the Lucky 13 quiz, in which you can win a year's supply of Nestlé Crunch!

14

GAME SPY

Read the latest uncoverings by our mysterious man in London, who probably wears an overcoat and carries a black briefcase.

17

GAME GUIDE

Plan ahead with our great guide to games releases. It'll help you make friends, be popular and cope with the upcoming winter months.

27

COMPETITION

You've read the Game Gear feature, now win a Game Gear plus two of the best games ever to get you started! Couldn't be fairer than that.

50

HINTS & TIPS

We've saved many a batch of braincells with the famous Megazone Hints & Tips pages. Be prepared for an easy time of it.

54

GAMEBUSTER

Here's your chance to crack open *Landstalker*, one of the best Mega Drive games ever! Now don't blow it, guys.

63

SUBSCRIPTIONS

Ensure a regular supply of Megazone by giving us all your money now. It's worth it, really.

64

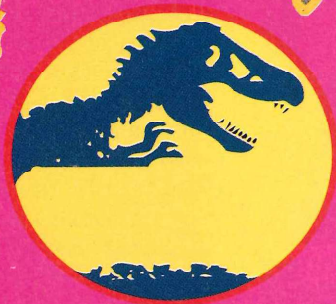
REX VECTAR

Robots and dragon guts - what's the Xpeer gang up to now? Pass the Eno, please.

66

END ZONE

It's Mother's Day (not again!), so the Megazone team went out on a limb to impress their old dears, but found trouble afoot...



At time of writing, the government had just announced new regulations to categorise video games and restrict their availability to classified age groups (see News Zone for further details).

And it's about time, too.

Don't get us wrong; we're no prudes at Megazone, but a rating system is a far better alternative than watering down 'stronger' titles to make them suitable for an all-encompassing audience.

Video games are bought by a wide range of age groups. Parents have every right to peace-of-mind, knowing that they've bought a 'safe' game for their kids. And the rest of us want to see blood and guts when playing *Mortal Kombat*; whether it's a 'good' thing or not, action in games often means violence. Just as it does in movies.

Hiring a *My Little Pony* video isn't everyone's idea of a great evening's entertainment. By the same token, you wouldn't want your kid sister up all night with nightmares from watching *The Evil Dead*.

Today's games, especially those on Sega systems, simply aren't capable of displaying the stomach-churning graphics you'd find in a gruesome horror movie. But it's not a long way off. The next generation of consoles, including Sega's Saturn machine, will be capable of displaying high-quality, TV-resolution graphics.

Only by rating games, and using a sensible, non-hysterical system, can we ensure that the more 'controversial' games aren't undeservedly shot down in flames before they even hit the shelves.

Adam



MEGA



ZONE

LETTERS

CONFUSION IN CD LAND

Dear Megazone,
I'm really keen on getting a CD-ROM thing for my Mega Drive, but I'm in two minds at present. People are always writing to you, complaining about both the quality and lack of variety of these games. Also, I've noticed that CD titles seldom get as high a percentage score when you review them.

I've been looking at the new Amiga CD32, and am considering purchase. I know this is not a Sega product, but I would appreciate an honest opinion of the machine.

I have a Mega Drive, and I buy every accessory for it going. I have too many games to count, so I would prefer to get the Sega CD if it's viable.

So my questions are:

1. Is the 32-bit Amiga better than the 16-bit Sega?
2. How many games are available for them?
3. Which games are best?
4. Is the first version of the Mega-CD still available?

Neil

Auburn, NSW

1. Technically, yes. With 32 bits, more colours and a faster processor, the CD32 is better, but...

2. The Mega-CD has stacks of games already released. The CD32 is just starting.

3. Mega-CD games like Ground Zero, Texas make excellent use of the machine's capabilities. As for the CD32, we couldn't tell you...

4. The first version of the Mega-CD is no longer available officially, and it's the Mega-CD II you'll find in the shops.

FRESHLY WASHED

To Mega Ed,
I am becoming increasingly disillusioned as to what is happening Mega-wise. As a mature-age gamer (23), I find it disappointing that more people like myself don't write in. Anyway, a few bitches follow.

1. Why have you become so anti-sarcastic in recent times? (January had you sounding rather washed up in response to some excellent opportunities for slamming cynicism.)

2. Will *Boystalker* (the sequel to *Moonwalker*) ever be released, and if not (I expect not), why have the super mega-heads supported old 'wild one' by giving him access to our youth through a CD?

Tony
Mt Nelson, TAS

Hey, call us anything, but don't call us anti-sarcastic. Where do you get off, referring to yourself as a 'mature-age gamer', anyway? As our readers range from five to 70, you're still not much more than a sprog, are you?

And it's unlikely any more Michael Jackson games will appear - for your information, the much-scalpelled one has been given the cold shoulder by Sega of Japan. Good joke, though...

FROM BEHIND THE WALL

Yo, Megazone,

Your mag is brill! I'd threaten my newsagent with a shotgun just to buy the final copy!

Enough of that, here I am in boarding school (nothing wrong, except I can't go to the video arcade) with my Game Gear. My parents send Megazone up to me every month (lucky mel), so I'm not missing any action.

Now, down to business. I bought *Sonic Chaos* for my Master System (I have a Master Gear, so I can play it on my Game Gear), and I loved it! I believed you when you said it was *Sonic 3*, until now... My parents took me out of boarding school for the afternoon, and took me into the city, where I visited my favourite arcades and games stores.

IN THE STARS

Dear Mega Meatheads,
Late last year, I subscribed to your mag. I'd finally found an Aussie mag dealing with Sega info. It was most pleasing to receive the new version with the deletion of all non-Sega info.

But I can't keep quiet any longer! What in the hell has happened to Madame Mimi???

Her stars were the only humorous content in the mag! If you don't reinstate her, or something like her (get rid of that End Zone crud), I shall not renew my subs.

Toom
Williamtown, NSW

Look, we've had about enough of this. If you want to be abused by a stranger, ring one of those dodgy 0055 lines. And anyway, for your information, Madame Mimi was actually a he, not a she. So there.

Like I said, I loved *Sonic Chaos*, but what happened to the hanggliders, the mine carts and the huge challenge? I was confused about *Sonic Chaos* and I wanted some answers.

Anyway, I walked into my favourite games store and asked if *Sonic Chaos* was *Sonic 3*. The guy at the desk said it wasn't. He also said that *Sonic Chaos* was one of those things that Sega used to make money, and the official *Sonic 3* on the Master System and Game Gear was yet to be released!

Is this true, or is he lying? I'm very confused and I need an answer. Sorry for taking up so much room.

Your devoted reader,

C.M
Ashgrove, WA

Well, yes, it did get a little bit confusing for a while, and lately there's been more *Sonic* releases than you could poke a very large stick at. Here's the final word: *Sonic Chaos* was released as a special treat for 8-bit owners, but it is not *Sonic 3*, which has only just come out on Mega Drive (and what a fine game it is too). Unfortunately, Sega has no plans to put it out on the Master System or Game Gear, but if they change their minds, you'll be the first to know.

LETTERS

MEGAZONE OP SHOP

MODERATION IS THE KEY

Dear Megazone,

The new style of Megazone is far better than the old one, but I've noticed that a few segments like 'What's in a Game?' are creeping in, which I'm sure that most readers don't want to read on every page. A few are fine, but not too many, please.

Also, in the February issue, I noticed an increase in advertisements, where I would rather see reviews. Again, a few are good, but not in excess, please.

I think all your segments are good, like Gamebusters and News Zone. You should have more posters, and the competitions are great. I must say it's an excellent magazine, and I don't think you should change it too much in the future.

PS: Why don't you review some good games, like in the last few mags? In Issue #36, there were quite a few average-to-bad games.

Shumpuppy

You may not be one of them, but the majority of readers actually like to read in-depth features like 'What's in a Game?'. We don't think six pages over three issues constitutes any insidious 'creeping in', either. Read it, you may learn something!

We try to review as many good games as possible, but some months these are (unfortunately) thin on the ground. At least you know in advance which are the stiffs of the gaming world, so you can avoid spending your hard-earned cash on them.

Your letter was fine, but don't write in again, please.

WHERE WERE YOU ON THE NIGHT...?

G'day, Mega Mouth,
I've got a few questions that need answering:

1. Can you use Australian Mega-CD games on a Japanese Mega-CD?
2. Can you use Australian Mega Drive games on a Japanese Mega Drive?
3. On the new six-button control pad for the Mega Drive, there is a mode button on the top right hand side. What's that for?
4. Are there any cheats for *Aladdin*?
5. Can you use an Australian Mega Drive on a Japanese Mega-CD?

From your greatest fan,

**Mickey
QLD**

1. Some games will work on foreign machines, some won't. It depends on whether they're coded; the Mega-CD checks for a country code on the CD, and, if it's incompatible, won't run the game. Adaptors, such as the Pro-CDX, fool the Mega-CD into ignoring the country code, but other problems may be encountered with games designed for different TV systems.

2. Again, many carts contain codes too. You'd need to use an adaptor like the Universal Adaptor. Both the Pro-CDX and Universal Adaptor are available in this country from Kaylee Computing (09) 310 1962.

3. You can switch the six-button joystick into a three-button one by pressing the mode button when you turn the machine on. There's little reason to use it, but it's there just in case of compatibility problems.

4. Yes (sigh). Level skip: pause game and press A, B, B, A, A, B, B, A. Debug mode: point Aladdin's sword to Options and enter A, C, A, C, A, C, A, C, B, B, B, B.

5. No.

PISTOLS AT DAWN

Dear Megazone,

In response to 'Techno Head' in the February issue:

When the Mega Drive and the Mega-CD combine, they do not become 32-bit. For a machine to become 32-bit, the processor must actually be 32-bit. What the Mega-CD does do is run in parallel with the Mega Drive.

Get your facts straight. Nintendo's SNES may only have a processor speed about as equal to the Master System, but (unusually) Nintendo has made a good decision (unlike its latest ad campaign) and withheld the CD add-on for the Super NES.

Who wants to fork out \$800 for a Mega Drive and Mega-CD with all this new, powerful hardware coming out, especially if the new Sega Saturn sells for under \$800? The new CD-based machines will have a good chance against Mega-CD software, as there isn't much to compete with—only *Sonic*, *Silpheed*, *Final Fight*, *Batman Returns* and *Thunderhawk* offer any real competition.

**Steve
VIC**

Glad that one's sorted out...

Undoubtedly, the new generation of consoles will supersede the Mega-CD, and in turn they'll be superseded by even more powerful consoles in the future.

But the Mega-CD is out there now, and has a decent supply of games available for it (with loads more releases promised later this year). Sure, if you wait, better machines will become available (that's the nature of technology), but you may end up waiting forever for the next best thing.

Yes, here it is again... your ultimate games trading post, chock-a-block full of fabulous bargains.

Enough of the propaganda. If you want to be part of the Megazone Op Shop, make sure your letter is clear, as brief as possible, and contains your telephone number (or address, if you live in a hippy shack in outer Gulargambone). Note that no names will be printed, you have the right to remain silent, etc.

Send it to:

**Megazone Op Shop, PO Box 746,
Darlinghurst, NSW 2010.**

FOR SALE

MEGA DRIVE with seven games (inc SF2) and two pads (one six-button) for \$500 ono.

MEGA-CD II with two games for \$500. Or will sell all together for \$900.

Tel: (044) 71 5291

MEGA-CD with seven games, \$400.

Sonic CD, Final Fight, Night Trap and Thunderhawk for \$70 each.

Tel: (071) 53 2716

MEGA DRIVE: *Sonic 2* for \$60 ono.

Tel: (07) 208 6624

MEGA DRIVE: *Altered Beast* \$25, *Sonic* \$25, *Columns* \$25, *Alex Kidd* \$20. All with manuals.

Tel: (02) 608 1882

MEGA DRIVE: *Super Hydride* for \$30 or swap for *Thunder Force 4*; *Columns* for \$20 or swap for *James Pond*; *Crack Down* for \$35 or swap for *Desert Strike*.

Tel: (086) 32 4693

MEGA DRIVE with *Sonic* and MS converter for \$200.

Write: 127 Dibbs St, Lismore, NSW 2480

MEGA DRIVE: *Tiny Toons* for \$90, or will swap for a decent RPG.

Tel: (02) 53 7684

MASTER SYSTEM: *Ghouls 'n Ghosts* \$30, *Alex Kidd in Shinobi World*, \$30, *Fantasy Zone* \$15.

Tel: (07) 821 0552

MASTER SYSTEM: *Lucky Dime Caper* \$30, *Lemmings* \$30, *Sega Chess* \$20. Or all for \$70.

Tel: (077) 79 8331

MASTER SYSTEM with *Light Phaser* for \$100. *Wonderboy* \$20, *Wonderboy in Monster Land* \$40, *Wonderboy 3* \$40, *Chase H.Q.* \$30, *Assault City* \$20, *Alien Storm* \$20. Or the lot for \$250.

Tel: (02) 628 2468

MASTER SYSTEM: assorted games priced from \$15 to \$60.

Tel: (02) 636 2774

STAYING YOUNG

Dear Mega Mouth,
First, I would like to say to all the IBM, Amiga and PC users, 'Go get your own mag and stop knocking Megazone'. It's about time we Sega addicts had a mag that only deals with our choice of games.

I have a question to ask in regards to the Action Replay codes. How do we enter them? We cannot put them in the code entry section as there is only space for six letters and there are no numbers!

We would be obliged if you could give us a clue. Being very old teenagers, we are not all that cluey about these special codes (I am 66 and my wife is 59). Regardless of that, we do enjoy playing with our Mega Drive and we do enjoy reading Megazone.

Keep up the good work and only change if you really have to.

**Ernie
Townsville, QLD**

Action Replay codes can only be used in conjunction with a special cheat cartridge called the Action Replay, which is plugged between the game and the console, allowing a whole menu of special little cheats.

The Mega Drive version retails for \$99.90, and if you can't find it in your local games store, call Australian distributor Kaylee Computing on (09) 310 1962.

And it's nice to know there's no age limit for Sega freaks. Game on, guys!

SONIC STORY TIME...

One day in the land of Mobius, Sonic and his friend Miles the two-tailed fox were lying under a tree when something grabbed them by the legs. It was one of Robotnik's traps, and they woke with a shock to find Scratch and Grounder staring at them, singing "We've got a hedgehog!" over and over again.

"You don't even want us," yelled Sonic. "You just want to tell Robonerd you've got us, but you don't. So just let us go and everyone will be happy."

"Yeah!" said Grounder. "So let them go, Scratch."

"See ya, slow-mos!" yelled Sonic as they ran off.

"Sonic," said Miles, half-way down the road. "Look out!"

They both yelled. There in front of them was Robotnik in one of his crazy machines. But this was a plane ready to take off. Sonic and Miles ran to their monoplane and took off, but Robotnik's plane was almost out of sight.

Twenty-five minutes later, they caught Robotnik's plane and landed on it. Sonic and Miles ran in and out of the plane until they came to the cockpit with a halt. Before Robotnik could say "Goodbye, hedgehog!", they were fighting his trap.

Soon they were heading for space. "The Lost Zone, we're heading for the Lost Zone!"

"What the heck is the Lost Zone?" asked Miles.

"It's the very last zone in the universe, and we're going to find it," Sonic said.

One minute later, they were inside the Death Egg Zone. They ran until they found Metal Sonic.

"Miles, I'll try and outsmart him so he'll be so dizzy, he'll blow up."

Sonic and Miles did it until they were puffed out, and then suddenly the robot blew up.

"We did it!" yelled Sonic.

They freed their friends and returned to the planet Mobius. After that, they got a trophy each, and when Sonic's 22, he will live with Miles.

**Philip
Caulfield East, VIC**

Yes, well... very good and a very nice ending. We never quite knew that Sonic was that way inclined.

TONE IT DOWN

Dear Sir,

I am writing to you concerning your magazine, which my 11 year old son subscribes to - which, I might add, he thinks is great.

I wanted to point out the excessive use of the word 'crap' in the magazine. I happened to see the word in one issue, but thought it was a one-off. I picked up another magazine recently, and found it twice on one page.

The point I want to make is that the word is ugly and I don't think it needs to be used at all, especially to that age group. I don't want it pushed in my son's face when he reads the magazine, as we do not use this word in our home.

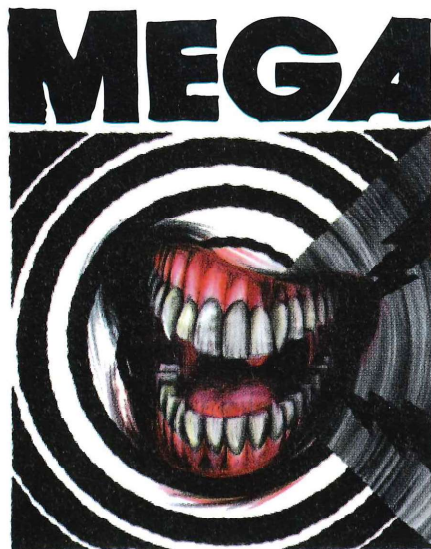
I am of the opinion that if you use this word in front of your family, that is fine; but don't use it in front of mine. Furthermore, if there is no change to the magazine soon, we will cancel our subscription.

Children do copy as they think it is cool, so I think you should be setting a proper example to this age group.

**L.
Attadale, WA**

Point taken, but it's an unfortunate fact that kids are exposed to far worse in the playground or even the daily newspapers. 'Crap' is just about the strongest word we use in this magazine (unlike many other 'youth' titles, which often go 'all the way' language-wise), and we feel it is used only within context.

Your complaint is noted, but if, as you say, your son loves his monthly Megazone, don't you think it's just as negative to take away his subscription to it?



ANYTHING KEEPING YOU AWAKE AT NIGHT?

It's an outrage! Sonic is the devil's disciple, poisoning young minds, creating a breakdown in law and order, causing bushfires throughout the State, and... and... even worse things.

Erm, perhaps not. But if there *is* anything that makes your blood boil (about Sega games, that is), then make your feelings known through the pages of Australia's only Sega-dedicated magazine.

The Megazone crew are also Australia's brainiest gamers, so if you have any questions, fire 'em at us. (The team are also the least tolerant; make your letters interesting or they'll be filed in the round metal filing cabinet at the side of Sandra's desk.)

Sorry, but we're too busy playing *Sonic* (erm, we mean putting together your fave mag) to reply personally.

Send your words of wisdom/inane rantings to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

FREAKY TECHNO BIZ

Dear Megazone,

I would like to tell you some facts. The reason that CDX-helped CDs suffer sometimes is because the US and Japanese Mega-CD runs 17% faster; this translates into problems with CDs containing digitised footage. If you connect a modem to the Mega Drive, you can download games onto a computer and save games on disk. *Mortal Kombat 2* has five fatality moves per character. Trip Hawkins (founder of the 3DO) sees CDs as short-term data storage, and the 3DO has been designed to work with fibre optics, to download games and be interactive with TV games shows when the technology is available for it (how's that for foresight?). Nintendo's new console is going to be a 64-bitter as well! Now for my questions:

1. Do you think the Saturn console will have the technology of the 3DO?
2. Do you think the Jaguar will make Atari well-known again?
3. Did you know that the technique of doubling the on-screen colours is called raster interrupts? Do you think there'll be more games using it?
4. Will you review *Mortal Kombat CD* when it comes out?

Yours caringness,

Steven

Rockhampton, NSW

Thanks for that riveting stuff.

1. Sega is remaining very tight-lipped about exact specifications for its Saturn machine. It will have similar, high-end specs like the 3DO, though.

2. Make who well known? All the new consoles will be fighting for their slice of the cake. We'll just have to wait and see who comes out on top.

3. Yes. The colour palette is changed rapidly to give the illusion of more colours. Undoubtedly more programmers will use this trick.

4. Of course.

DESPERATE AND DISILLUSIONED

To the guys and girls of Megazone,

Let's skip the butt-kissing routine and get straight to the point. I have only just started to read your magazine, and I like what I see. I enjoy reading the reviews and am eternally grateful for some of the hints that you have given me. However, there are a few things that I would like to ask and talk about.

1. I am really sick of paying incredible prices for Mega Drive games. Do you think there will be a reduction in costs?

2. I only recently bought a Mega Drive and already it's become almost obsolete. To tell the truth, after years of using a good ol' PC, I'm finding the transition to Mega Drive very difficult. Is there any point in keeping the Mega Drive?

3. I'm fed up with the lack of good quality games (like *Aladdin*) coming out on the Mega Drive. Is there anything good on the horizon in the strategy/action genre?

Lastly, please, please get more and more reviews in your most excellent, totally cool mag!

PS: Your mag rules, ROCK ON!

Jake

Rozelle, NSW

1. Unfortunately, not across the board, but Sega has just expanded its Classics range, with great games like Ecco priced at only \$49.95. The only problem is that the games in this range will be limited, and may not be stocked by every retailer. The Classics range will be added to and changed over the months, so keep your eyes open.

2. Obsolete? The Mega Drive? Are you kidding? It's the biggest selling games console in the world, and heaps of games are being released for it every month.

3. Aladdin was indeed excellent, and the good news is that the same team are working on another Disney release called The Lion King, due out later this year.

Otherwise, keep reading the reviews in Megazone to see how well games rate.

Hey, and Rock On yourself!

WALLPAPER MADNESS

Dear Mega Mouth,

The first thing I have to tell you is that your mag is great. It is a lot better than all those British mags that are way out of date by the time we get them here. Your new reviewing system is better than the old one, but could you include more big posters like the *NBA Jam* one, please?

Another thing is that I think *Mortal Kombat* on Mega Drive was a rip-off. I bought it the first day it came out, and the sound is nothing compared to the arcade. The grunts and sounds are poor, except for when it says "excellent". When Sega brings out *Mortal Kombat 2* on Mega Drive, they should make it better and more like the arcade.

Now for a few urgent questions:

1. I saw your review of *NBA Jam* in your February mag. How do they get the FMV for it on the Mega Drive?

2. How much better than the Mega Drive will the Atari Jaguar be?

3. Can you use EA's 4-Way Play adaptor on *NBA Jam*?

Tim

Oatley, NSW

Never fear, your walls will be well covered soon, with a poster this issue and one coming up next month too.

*As far as *Mortal Kombat* goes, you seem to be in the minuscule minority of the population, but hey, everyone's entitled to an opinion.*

*1. The full-motion video clips are very short in *NBA Jam* - no more than a couple of seconds, so they don't require much memory.*

2. The Jaguar is an exciting machine (as is the 3DO and Sega's forthcoming Saturn). However, a console is only as good as the games available for it, and the Mega Drive has tons of great carts. The Jaguar promises a lot (64-bit, 16 million colours etc), but we'll have to wait and see if it gets the support of the games manufacturers. If it doesn't, it doesn't matter how many bits and colours it has; without good games, it'll flop.

3. No, but it will work with Sega's MultiTap adaptor. Unfortunately, the two devices are incompatible.

MEGAZONE SHOP

...continued

MASTER SYSTEM: assorted games (including *Sonic 2*) from \$10 to \$35.

Tel: (065) 72 3517

MASTER SYSTEM II with joypad and two games for \$79.

Tel: (044) 47 8592

MASTER SYSTEM II with extra pad, *Special Criminal Investigation* and *Bart vs the Space Mutants* for \$210. Also, am looking for a Mega Drive and two Game Gears.

Tel: (068) 28 2080

GAME GEAR with *Wonderboy*, *G-Loc* and *Space Hammer* for \$220.

MASTER SYSTEM: *Sonic*, *Dick Tracy* and *Hang On* for \$100.

Tel: (043) 55 1352

GAME GEAR with MS converter, AC adaptor and six games. All boxed for \$410.

Tel: (049) 52 1420

AMSTRAD CPC 6128 with monitor, joystick and 58 games.

MEGA DRIVE: *Alien 3* for \$50, or will swap for *Road Rash* or *Rolo to the Rescue*.

Tel: (077) 83 4772

WILL SWAP

MEGA DRIVE: *Toejam & Earl* and *Space Harrier 2*, or will sell for \$35 ono.

Write: 34 Freda St, Upper Mt Gravatt, QLD 4122

MEGA DRIVE: *Alex Kidd in the Enchanted Castle* for almost anything.

Write: 22 Clanalpine St, Mosman, NSW 2088

MEGA DRIVE: *Ghostbusters* and *Super Thunderblade* separately or together for anything more interesting than *Altered Beast*.

Tel: (043) 68 1107

MEGA DRIVE and **MEGA-CD** with pads, eight games, cables, adaptors and over 100 Sega mags for Amiga 500 with 1 meg RAM, at least 10 games, workbench disks, manuals, cables and mags.

Tel: (057) 75 1135

WANTED TO BUY

MEGA DRIVE: *Shining in the Darkness*.

Tel: (002) 39 1208



World Cup USA 94™



World Cup USA 94™

Official
Licensed
Product

COMING SOON



Games of class

A new system of classification for video games has been recommended by the NSW State Senate Committee. It's likely that these recommendations will become law later this year, once they are approved and passed by the Federal Government.

The classifications are:

G	General audience.
G8	Recommended for ages eight and over.
M	Mature audiences, recommended aged 15 and over.
MA	Restricted to people aged over 15; not available in arcades.
R	Restricted to people aged 18 and over.
X	Sexually explicit.

Sega Ozisoft boss Kevin Bermeister said the classifications were very similar to those he recommended to the Senate State Committee in May last year.

Under the proposed censorship regulations, Sega will be allowed to do its own

classifications for games rated G, G8 and M class. Games rated MA, R and X have to be passed on to the Office of Film and Literature Censors for classification.

Moves towards a classification system were made after controversy over the game *Night Trap*, which featured full-motion video sequences depicting scantily clad bimbos being pursued by vampires. It was largely an hysterical over-reaction by the media and rent-a-quote politicians; there's nothing in *Night Trap* more frightening than you'd find in your average episode of *Dr Who*.

"I'd be surprised if *Night Trap* gets anything more than an M rating," said Kevin, "but the uproar over it served a purpose in setting the rules and regulations so that everybody knows where they stand."



▲ No, no... please don't force me to watch another episode of *Beverly Hills 90210: The College Years*.

Megazone welcomes the new classification system. If the ratings had been in place last year, we'd have had *Night Trap* months ago, instead of having to wait all this time.

Similar ratings systems have already been put in place in other major games markets, such as Europe and the USA.



CHEAP CARTS ON THE WAY?

CodeMasters, the software company famous for its ultra-cheap games for home computers, is releasing a batch of Sega software at around half the price of standard carts (in the UK at least). The first batch of games for the Game Gear and Master System will retail for £21.99 (around \$45). Mega Drive titles will appear later in the year at £29.99 (60 bucks to you).

The first title to appear at the lower price will be *CJ Elephant Fugitive* on the Game Gear (reviewed this issue). *Dino Basher* and *Dropzone* (Master System and Game Gear) will follow. The first Mega Drive game, *Captain Dynamo*, hits the shelves in October.

It remains to be seen whether these games will be released at such low prices over here.

◀ *CJ Elephant Fugitive* is released at a rock-bottom price in the UK. But will it be cheap as chips over here?

Rex revisited

Missed out on Rex Vector's early stories? Well now comes your chance to catch up, as the Rex Vector story is being serialised and reprinted in *Kinetic Comics*, a new Australian comic book.

As well as documenting the first 10 pages of Rex and the Xpeer gang's adventures, the comic contains more cartoons penned by Fil Barlow (Rex's creator) and other artists. There's also a cartoon course, featuring Piebald the Art Mutant, which shows you hints, tips and techniques for creating your own characters.



▲ Read all about it. The Rex Vector story is retold in *Kinetic Comics*.

The first issue of *Kinetic Comics* runs to 34 pages and costs \$2.95. It's available from newsagents and comic shops. Further information can be obtained by writing to:

**Kinetic Comics,
PO Box A1359, Sydney South,
NSW 2000.**

SONIC top of the heap

A poll conducted in the UK by the Royal Mail (the Brit's equivalent of Australia Post) found (shock, horror) that Sonic the Hedgehog was the most recognisable character around.

The poll was aimed at 11 to 14-year-olds, and was commissioned to mark the release of postage stamps featuring characters such as Alice in Wonderland and Biggles (who's he?). The responses were to the question, "Have you heard of..."

Sonic came out on top with 99% recognition. It's rumoured the other one percent had been brought up by wolves on a remote island off the west coast of Scotland.

Mario, that overweight, dungaree-wearing git of a plumber, came in second with 97%. Characters from *Street Fighter 2* and *Mortal Kombat* also did well, with 93% and 81% respectably.

Out of the more traditional kids' characters, only Alice in Wonderland did well, with 91%. No-one seemed to have heard of Noggin the Nog.

Charts

Mega Drive

1. NBA Jam
2. Sonic 3
3. Mortal Kombat
4. Street Fighter 2
5. Madden '94
6. Lethal Enforcers
7. Eternal Champions
8. FIFA Soccer
9. Lost Vikings
10. Landstalker

Master System

1. Sonic Chaos
3. Mortal Kombat
3. Jurassic Park
4. Donald Duck 2
5. PGA Tour Golf
6. Desert Speedtrap
7. Desert Strike
8. Sensible Soccer
9. Jungle Book
10. Cool Spot

Mega CD

1. Thunderhawk
2. Ground Zero, Texas
3. Silpheed
4. Lethal Enforcers
5. Microcosm

Game Gear

1. NBA Jam
2. Sonic Chaos
3. Mortal Kombat
4. Desert Strike
5. Star Wars

the charts

SYDNEY SHOW PLANNED

A brand new electronic games show is planned for Sydney later this year. The 1994 NSW Electronic Games Show is being organised by Indigo Marketing, which was behind the Victorian Games Show, held in Melbourne last year. The Sydney event is well underway, and promises to be even bigger and better.

Show organiser Rum Charles said, "Sydney will get a taste of the most exciting electronic entertainment event of the year, and almost everything will be hands-on. Best of all, the games will be free!"

The show will cover all facets of the games industry in Australia, and will feature all the main players including Sega, Electronic Arts and Sony, as well as arcade games.

The emphasis is on 'hands-on experience'. The public has the chance to see, try and buy state-of-the-art electronic entertainment products. Special products showcased will be Sega's long-awaited Activator, Atari's Jaguar console, and the 3DO system.

A special 'edutainment' area, nicknamed 'the parent-minding facility', will be a major element of the show and will feature speakers, lectures and demonstrations to inform the uninformed. Anxious parents will, at last, be able to have all their questions answered. So bring along the oldies.

The 1994 NSW Electronic Entertainment Show will be held at Sydney's Hordern Pavilion on the 24th, 25th and 26th of June. Entrance will cost \$8 adults, \$6 concessions and \$4 for kids.

SONIC, SONIC, SONIC, SONIC!

Everyone loves Sonic. Well, everyone apart from the thoroughly unpleasant Dr Robotnik, who despises the little blue git. But the rest of us, we love him to bits. And if someone were to say, "Would you like *Sonic 1*, *2* and *3* plus *Sonic CD* for absolutely no cost whatsoever?", undoubtedly the overwhelming response would be, "Too right, mate!"



▲ Sonic: "Chewy on the outside, crunchy on the inside - yum, my favourite!" Er, maybe not. Can you do any better?

So, for the price of a postage stamp (which is almost no cost whatsoever), we thought we'd give you the chance to win a super duper *Sonic* pack consisting of all four of the said items. We're just too nice for words. And so is Sega, which came up with the bundle.

Simply devise a caption for the above snapshot of Sonic and friends. The one that makes us laugh the most, wins the goods. Make sure it's 25 words or less so we don't get bored.

Send your entries, just one per reader, and your name and address by June 10, 1994, to:

**SONIC'S SO COOL AND GROOVY
I WISH HE WAS MY BROTHER,**

**Megazone, PO Box 746,
Darlinghurst, NSW 2010.**



▲ Win this

Degree in games

There are times in your life when you have to make certain crucial career decisions. Should you go for the PhD in nuclear physics, or perhaps attendant at the BP garage is the better option? How about becoming a professional games programmer?

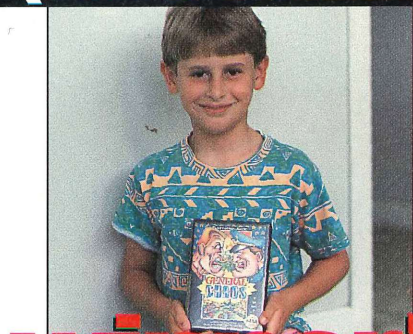
Middlesex University in England is the first university in the world to offer a degree course in 'The Design and Production of Interactive Games'. Other UK unis are expected to follow.

Development kit for the course is being supplied by Sega (hurrah!), and scores of other companies, including Ocean and Domark, have agreed to give lectures and take students on for work experience.

There has been concern in the games industry that fresh talent just isn't emerging. Traditionally, games programmers learn their craft on home computers such as the Commodore 64. The next generation of potential games makers play with consoles, which have no keyboard and can't be readily programmed.

Start saving for that UK trip now!

WE HAVE (ANOTHER)



winner!

▲ Subscribing to Megazone won this lad a spiffy EA games pack.

The winner of the Megazone/EA subscriptions prize is this lucky little chap, Greg Stevenson from Annerley in Queensland. He won the excellent EA pack, containing four of EA's coolest games and a 4-way play adaptor. Ten runners up were pretty chuffed too, becoming proud owners of *General Chaos*.

Congrats, all.

Quiz

1. What's two's company on the Game Gear?
2. Name Dirk's babe.
3. Who do the 49ers take on?
4. What's wrong with your chopper in *Jurassic Park*?
5. How does CJ float gently down to earth?
6. What's Chuck Junior's surname?
7. Which games ratings are suitable for eight-year-olds and over?
8. What's the best goddamn portable gaming system in the entire world (according to our unbiased opinion)?
9. How many of you were planning to splash out on a Master System?
10. What's the best game ever?
11. Whose special day are the Megazone team celebrating this month?
12. How many games in the *Excellent Dizzy* collection?
13. What's, erm, the world's fastest mammal?



Incredible but true, Nestlé is giving away a whole year's worth of their ultra-yummy, mega-crunchy, bigger, better, bolder choccie bars. Yes, 365 bars are up for grabs - that's one for every day of the year! Alternatively, it's a day's supply, should you scoff all 365 bars at once...

The first person to send the correct answers to this month's brain-bending selection of questions in the Megazone Lucky 13 gets the lollies, so be quick and you can eat 'til you're sick!

Scan the issue carefully - you'll find the answers throughout the pages of Megazone. Apart from the one about the Cheetah.

Send those entries to:

**Megazone Lucky 13,
PO Box 746, Darlinghurst,
NSW 2010.**

the megazone lucky 13

gameSPY

PreViews

MEGA RACE

This futuristic racing game offers some of the most striking visuals yet seen on the Mega-CD, with more fully rendered, texture-mapped 3D graphics than you could shake a gear stick at.

The game is currently being programmed in France by top development team Cyro (the people behind Virgin Games' *Dune*).

It's a driving, shooting, racing thingummyjig, but it's not just a question of making it to the finish line first. The key is driving like a nutter.

It's set way off in the future where interactive TV is the happening entertainment medium. But there's more on offer than deciding whether Shane should snog Angel in *Home and Away* – couch potatoes view the progress of the race. If they start to get bored with the action, then extra obstacles or stronger opposition will appear to spice things up.



▲ Race like crazy on futuristic roads and dangerous highways...



▲ If the other cars don't get you, then the colour scheme will...



▲ Thankfully, it's real bitumen again. But where does it all lead?

▼ Spinning out on a bend may lead to trouble. Call the NRMA.



◀ Oh, no! It's the Sydney Harbour tunnel and I'm doing more than 70kph!

Simply meandering around the circuit will not leave the audience amused. Intricate driving, inventive tricks and blasting other cars off the road is what's required to keep your on-screen Thrill Meter on high. Between races, digitised footage shows the viewers 'at home' and their reactions to your efforts, providing a little feedback on how well you're doing.

There are 15 different tracks to choose from and eight cars on offer, which should provide a bit of variety.

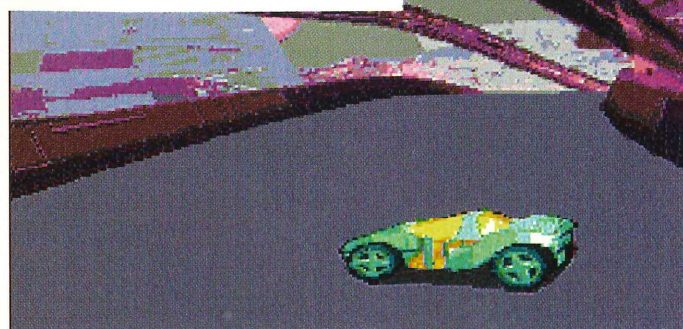
Format: Mega-CD

Supplier: Mindscape



▼ Always drive carefully when approaching an urban area.

▼ I don't think I can go this way... the car clashes with the tunnel.



DROPZONE

Adrenalin freaks are in for a treat. The classic arcade game *Dropzone* is coming to the 8-bits soon, and it's guaranteed to get your heart pumping, blood flowing and mouth dribbling slightly.

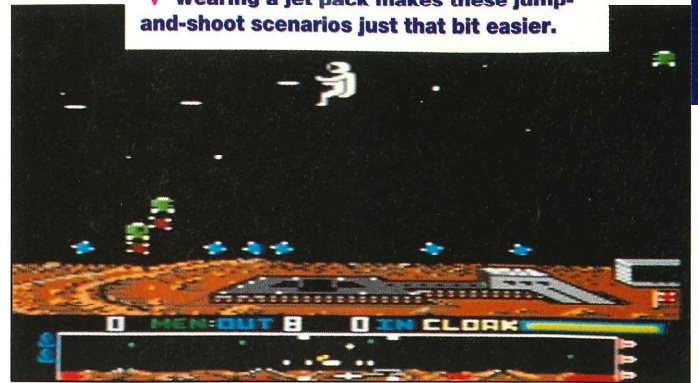
It's a lightning-quick shoot 'em up with fast, smooth-scrolling action and hordes of aliens to obliterate.

Wearing only a jet pack, you have to protect scientists from wave-upon-wave of incoming aliens. It's similar to one of the best arcade games ever, and forefather of many of today's shooters, *Defender*, which hit the arcades way back in the early '80s. Whether that was before your time or not, it's a slice of gaming history to look forward to. Eh?

Format: Master System, Game Gear

Supplier: Codemasters

▼ Wearing a jet pack makes these jump-and-shoot scenarios just that bit easier.



EXCELLENT DIZZY COLLECTION

What's white, comes in a shell and is egg-shaped? An egg, of course, which brings us rather neatly to the latest Codemasters game starring Dizzy, an egg with attitude.

Or rather, three games. You see, this cartridge contains, not one, not two, but – just for you, mate – *three* games. And we'll throw in a *free* plastic case to keep it in. Can't be fairer that...

All the games are of different types: there's an adventure game, an action game and a puzzle game, all starring the cholesterol-laden hero and his chums the Yolk Folk.

Panic! Dizzy is a frantic puzzler in much the same vein as games like *Tetris*.

Actually, there are three variations of the game, and it boasts a two-player mode to boot.

Go! Dizzy, Go! features Dizzy and his chick Daisy. It's an arcade-action game, and the pair have to go up against demonic beasts in five worlds created by the evil wizard Zaks. The critters are killed by crushing them with movable boulders. There are heaps of power-ups and secrets to discover, and it can be played in single or double-player modes.

Dizzy the Adventurer is more of your standard *Dizzy* game. It has an arcade adventure format, and in it Diz has to escape from an underground cave and awaken Daisy from an enchanted sleep. On the way, of course, there are lots of puzzles to solve and a whole new cast of characters to meet.

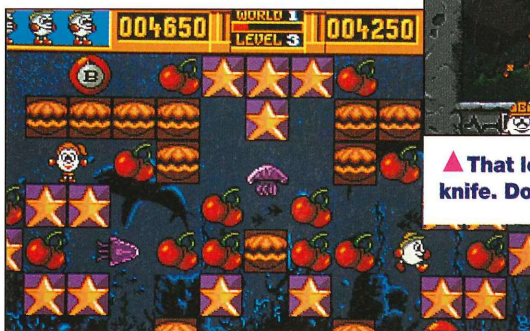
Sounds like a good crack.

Format: Mega Drive, Master System, Game Gear

Supplier: Codemasters



▲ A pleasant scene, a nice castle and some birdies... can't be too much danger, eh?



▲ Well, we don't quite know what's going to happen here, but it sure looks nice and colourful.



▲ That looks like a rather nasty egg-cracking knife. Don't be fooled by the fancy hat, kids.

JAMES POND 3

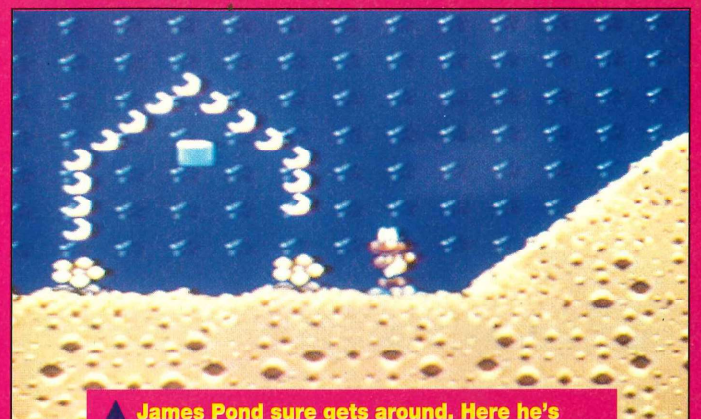
We've already seen this on the Mega Drive; now 8-bit owners will be happy to know that versions are on the way for their machines.

James Pond is the aquatic secret agent who moves a lot faster than you'd suppose a cod could, especially considering he's on the moon for this adventure which, as we all know, is as dry as a dead dingo's doobrie.

It's fast. The huge levels scroll in eight directions – at full pelt, the amphibious one defies gravity, running along the underside of ledges and so forth. There are plenty of baddies around to thwart your progress, and some wicked puzzles to figure out before you'll make it to the hard-to-find exit on each level.

Format: Master System, Game Gear

Supplier: US Gold



▲ James Pond sure gets around. Here he's on the moon for a little gill-slapping fun.

gameSPY

THE CASTLE GAME (working title)

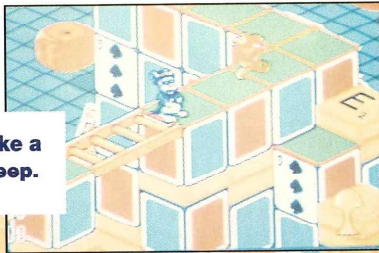
This is one of those games that *looks* easy, is easy, but is great fun to play. Make your way to the exit, collecting various objects and steering clear of baddies *en route* – now *there's* a radical strategy departure for a video game.

The game has an isometric 3D viewpoint and slick scrolling backdrops. As you travel through, picking up flags and crystals, the screen comes to life: cards flip around the screen, aeroplanes buzz overhead, jesters try to get in your way. The slightest impact from these critters will seriously sap your energy. Luckily, you have a little trick of your own – a very impressive spin attack. *Sonic*, anyone?

The game is full of diverse characters and plenty of surprises. There are some neat touches, such as one-armed bandits, where you can fritter away any coins you happen to have collected.

This is in its early stages and has been written by one half of the famous Reflections programming team, who brought us *Shadow of the Beast*. More on this soon.

Format: Mega Drive
Supplier: Psygnosis



► It all may fall down. Like a house of cards, really. Deep.



▲ A chess board never looked so inviting, but be careful!

KAWASAKI SUPER BIKES

This looks remarkably like *Road Rash* but, then again, being a motorbike racing game, it would. There's no brawling, though, it's a straight race 'em up.

You race on tracks from all over the world, in countries ranging from Sweden to South America, with weather conditions changing to suit each climate.

The action is viewed from just behind and slightly above the rider. Lots of on-screen instrumentation shows exactly how you're performing. A radar is a particularly handy (if unusual) piece of equipment, and shows where you are in relation to the other racers on the track.

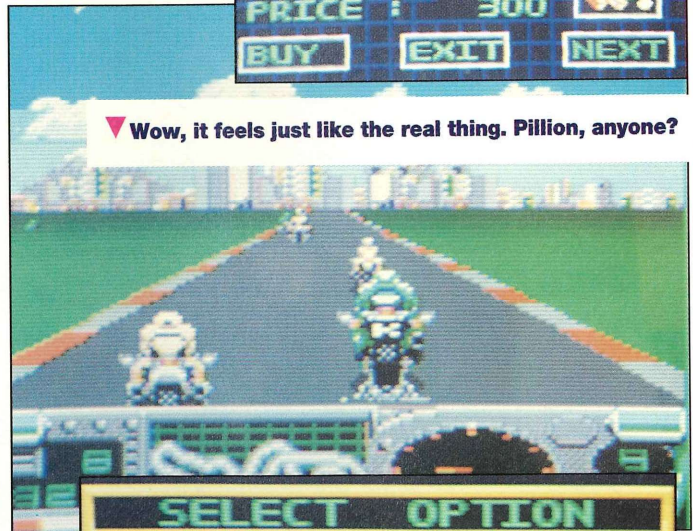
Four levels of difficulty are available, and contests range from a single race to cup competitions. Graphics are well defined and crystal clear. Best fasten your helmet straps for this one...

Format: Game Gear
Supplier: Domark

► Now, can I afford that new turbo engine, or should I hang out for a new set of leathers? Hmm...



▼ Wow, it feels just like the real thing. Pillion, anyone?



▲ Well, this looks mighty like an options screen. Select things then press Start. Simple, isn't it? Good luck, coppers!



▲ This is Teque UK, the development team working on many a Sega game at the mo, including *Pinball Wizard*, *Kawasaki Super Bikes* and *James Pond 3*.

Here we go again, making you drool and squirm with excitement as you catch a glimpse of all these up-and-coming games treats. We can't tell you if they're good or bad, but we can let you know what's poised to hit the shelves (and the hallowed pages of Megazone). Remember, these dates may change, so don't go on a psychotic rampage if your local games merchant doesn't have *Itchy and Scratchy* in by July. **Please!**

the megazone game guide

Any Moment Now

Aladdin
MS,GGSega

The baggy-panted one looks lush with animation straight out of the cartoon.

Asterix 3: The Great Rescue
MSSega

Save your village from those nasty Romans, and become the most popular Gaul in town.

Chuck Rock 2
CDCore

The nasty little blighter lets loose and spits the dummy on CD. Typical.

Championship Soccer
MDAcclaim

About as much fun as you can have with 22 men and a ball. Probably.

Double Switch
MDSega

A strategy game that's tipped to be big. Not only that, but it features Deborah Harry of Blondie fame!

Dracula Unleashed
CDSega

The fanged one is on the loose, so start reading your copy of *101 Uses For Garlic Cloves* again.

Hyperdunk
MDKonami

Not a swimming sim, but another basketball outing. So, can we interest you in a dribbling comp?

Lost Vikings
MDVirgin

Play a bunch of wild and crazy

Vikings - there are three of the blighters to tackle.

Marko's Magic Football
MD,GGDomark

Marko's got it out again, and he's going to let everyone know it. Chip-kick your way to success.

Pinball Wizard
MD,GGDomark

Don't just be good at it - be a pinball wizard, and work some magic on that table.

Soul Star
MDCore

A ground-breaking arcade shoot 'em up that promises good things. Can't wait, kids.

Subterrania
MDSega

Something dark and gloomy, we expect. One can only hope.

Trunski
MS,GGCore

Although it's almost here, this one is still a bit of a mystery.

X-Men
MSSega

Smart mutants and evil foe to boot. Yay!

June '94

Battlecorps
CDCore

A 'hard sci-fi 3D tactical shoot 'em up'. Very impressive, by the sound of it.

EA Hockey
MSUS Gold

A game about... well, er... hockey.

The Hulk
MD,MSUS Gold

The huge, green monster prepares to split his daks.

Hurricanes
MDUS Gold

Your guess is as good as ours, but maybe it has something to do with wind...

Super Spark
MDSega

Get the helmet out, it's time for some action, again...

Tennis All-Stars
MDCodemasters

Anyone for tennis, 'cos this is a lot less smelly and sweaty than the real thing.

World Soccer
MDCodemasters

Soccer, soccer, soccer and even more soccer, if that's possible.

July '94

Action Dizzy
MS,GGCodemasters

It's Dizzy again, and this time he's on the prowl for some action.

Dinobasher
MS,GGCodemasters

Whack those dinos, kids. Let no prehistoric predator go unharmed.

F-194
MDDomark

A flight sim, no less. Well, we need another one of them...

Itchy and Scratchy
MD,GGAcclaim

A platformer starring those wacky Simpsons characters.

Virtual Bart
MDAcclaim

It's Bart, virtually. Don't have a cow, man! Eat my shorts!

August '94

Excellent Dizzy Collection
MD,MS,GGCodemasters

That wacky egg does it again. It cracks me up.

Maximum Carnage
MDAcclaim

Shoot your heart out, and make sure you do it to the max.

Monster Trucks
MD,GGAcclaim

Something to do with big trucks? Or maybe monsters?

Mortal Kombat 2
MD,GGAcclaim

It's here! It's here! It's here! This one's gonna cause a few fights of its own...

September '94

Daffy Duck Hollywood
MDSega

It's Daffy, and he's in Hollywood. Now what?

Kevin Codner
MDCodemasters

The plot is becoming fishy... will Kev manage to sink or swim?

Skeleton Krew
MDCore

A space-age shoot 'em up, but the crew's dead.



It's petite, *classy*

and the ultimate fashion statement for the gamer on the go.

The Game Gear is high on Nathan Cochrane's list of desert island musts, and here he explains why.



The Sega Game Gear represents the most awesome computing and gaming power available in a hand-held format. With as much core memory as the venerable Commodore-64, more colours than most older IBM compatibles, and a host of accessories and add-ons, the Game Gear cannot be touched in terms of versatility and sheer gaming prowess.

Since its launch a couple of years ago, the hand-held market has opened up considerably. Initially, the number of games available was pitifully small and of dubious quality – a fact that had hindered the early life of the Nintendo Game Boy. In fact, much of the Game Gear's success can be attributed to the Master System converter, which permits the use of desktop 8-bit games on the hand-held.

The Game Gear is actually identical internally with the Master System. It is therefore a relatively easy – and cheap – matter for developers to port a title over to the Game Gear, with just a little tweaking to compensate for the screen size. The cream of Master System games were converted to the Game Gear, and it didn't take long for a large library of top-quality titles to appear.

The other major advantage the Game Gear

THE GAME GEAR

holds over its rivals is its extraordinary colour display and crisp LCD. The 4096-colour palette of the Game Gear is comparable to far larger (and more expensive) gaming and computer systems, adding a truly breathtaking dimension to portable gameplay.

compact ADVANTAGE

Much of the challenge of designing hardware for hand-helds lies in giving them sufficient power while keeping costs and size down to a minimum. Other companies were forced to compromise by limiting memory, omitting backlighting or using monochrome displays. It is to Sega's credit that it has done none of this. This commitment encourages further software development from

programming houses, leading to better games, which in turn helps to promote the hardware in a steadily increasing curve.

Being less of a mainstream concern than the mass-market 16-bit desktops, the hand-helds have had a harder time building a user-base (a large user-base is vital to software developers, as many will not sink serious dollars into a format until there are at least half a million units in existence).

But the Game Gear has been fortunate enough to achieve a sizeable niche market with professional travellers. Go into any airport or interstate bus terminal, and you're bound to see at least half a dozen be-suited men and women juggling their hand-helds over a briefcase and the daily financial pages.

The Game Gear represents truly inspiring versatility and power in a package that can fit into your pocket, and at a price that ensures its continuing viability.

the ACCESSORIES

The list of accessories and add-ons for the Game Gear is a long and impressive one. With everything from long-playing battery packs to data transfer cables, carry cases and more, the discerning gamer is ensured that all they could possibly need to get the most out of their

the GAMES

We've played so many Game Gear games, we've got callouses on our thumbs. But our pain is your gain. Here are the hottest games of all-time...



SONIC SERIES

Once again, the Sonic series of games takes the prize. Watch a furry, blue-maned forest animal trip the light fantastic as he battles his way through world after world in search of the elusive Chaos Emeralds – the only talismans that can save the forest creatures and release them from the thrall of the evil megalomaniac, Dr Robotnik.

The Game Gear versions feature an enlarged display of the action, in keeping with the relatively smaller size, as well as all of the heart-pounding, adrenalin-pumping action that we have come to associate with this all-time great series from Sega.

machine is available.

TV TUNER

The promise of this device sold many a unit in the early days of its release. The TV tuner comes complete with VHF/UHF control and a telescopic aerial. A small unit in itself, the tuner attachment adds only marginally to the Gear's frame. These TV tuners are a good buy when the intention is to have a hand-held gaming system as well as a LCD TV, as the Game Gear's display is typically 30-50% larger than that of similarly priced devoted TVs.

▶ **Watch TV on your Game Gear by using this spunky device.**



MASTER SYSTEM CONVERTER

For many gamers, this add-on is the first and most important accessory they buy. This simple device plugs into the back of the Gear unit where the smaller cartridges would normally go. From there, Master System cartridges can be plugged in and played on the hand-held.

This unit effectively increases the number of software titles available by five-fold, and enables gamers on a tight budget to hire their games from a local video store rather than having to cough up big bucks for a new game. At \$29.95, if you buy nothing else for your Game Gear, then make it this; it will save you money in the long run, and ensure a wider selection of games at your disposal.

GEAR-TO-GEAR-CABLE

Most hand-helds are limited by their one-player nature – it is physically impossible to have a machine big enough for two people to play on and still keep the size down. That is where data transfer cables, such as the Sega Gear-to-Gear cable, come in handy.

This cable attaches two Game Gear units together via the port

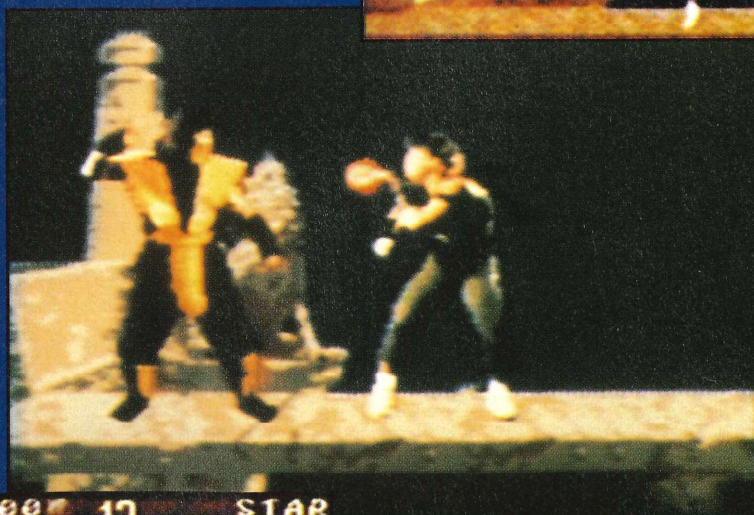


MORTAL KOMBAT

A game as legendary as *Mortal Kombat* scarcely needs an introduction, but for those of you who have been in a cryogenic trance for the last three years, it features six fighters – the best of the best in their martial arts – competing to the death to be proclaimed supreme champion.

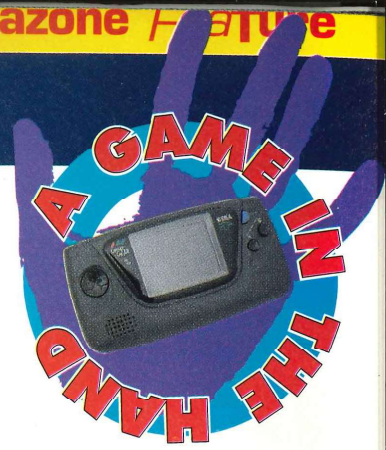
What made *MK* such a huge success when it was first released in the arcades was its extensive use of digitised actors. This, coupled with the supreme amount of blood and gore, ensured its place in videogaming history. Now all this can be yours, at home and wherever you go. The conversion is faultless; the characters move and feel just the same as they do in the arcade. Backdrops are detailed and colourful, and the action is fast; faster, in fact, than the Mega Drive.

Combine all of this with a Gear-to-Gear to hook-up to a friend's machine, and you have nuclear-powered arcade action in your hand, wherever you go. If mindless blood and violence are your thing, then this is the ultimate for you and your Game Gear.



DESERT STRIKE

When this game was first released on the Mega Drive, it was hailed as the best helicopter shoot 'em up of all time. A game that pits a single AH-64 Apache gunship pilot against a maniacal ruler is sure to be a hit – more so when you check out the stunning array of enemy forces, detailed props and intricate gameplay of *Desert Strike*.



at the top of the machine. Information such as the players' positions and on-screen objects is downloaded from one unit to the other, permitting two-player action.

Compatible games include the evergreen *Columns* and the blockbuster *Mortal Kombat*. Note however, that only updated data is transferred, not program code; this means that in order for two people to play a game, both will need to have the cartridge plugged into their own machine.

AC ADAPTOR

Anyone who has had to pay for their own Game Gear batteries will know how thirsty they really are; even alkaline long-life batteries are rapidly squeezed dry by the exorbitant power demands a colour hand-

held places on them. An AC adaptor is the perfect way to combat this problem. Simply plug the unit into the wall and *voila* – gaming action for as long as you like. Of course, you must have a power outlet, which isn't always possible.

RECHARGEABLE BATTERY PACK

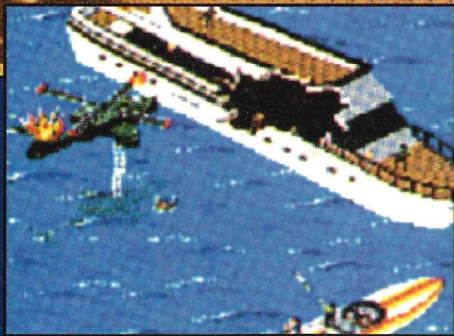
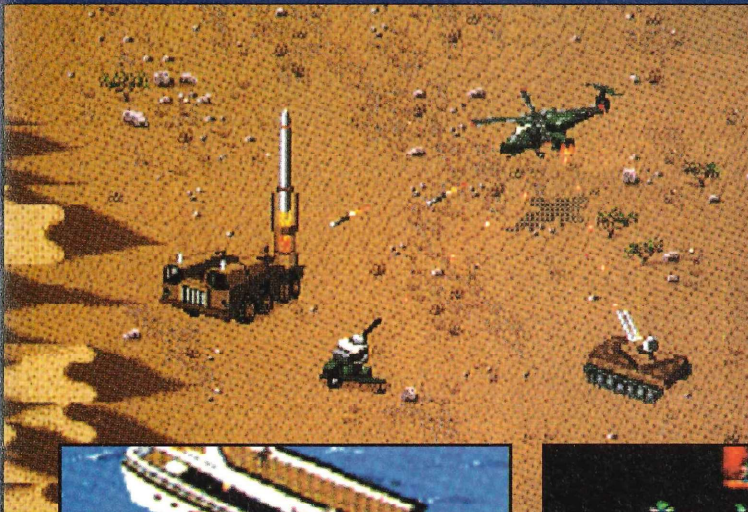
Combined with an AC adaptor, the large, torpedo-like external battery pack from Sega provides many more hours of continuous play than the internal batteries. Simply plug the battery pack into the AC adaptor, leave it to recharge, and a few hours later it's ready to use.

CIGARETTE LIGHTER CABLE

Being a portable system, Game Gears tend to spend a lot of time travelling in cars; hence the cigarette lighter attachment. Simply plug the large end into the car's lighter, the other end into the machine itself and, as long as power comes from the car battery, you can play on your Game Gear. This can also be used to recharge the optional battery pack.

MAGNIGEAR

The one drawback for the Game Gear is ironically its best feature – its small size. Now, by



LEMMINGS

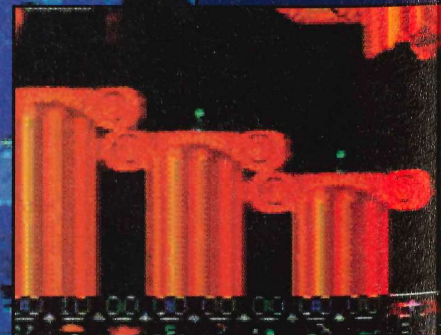
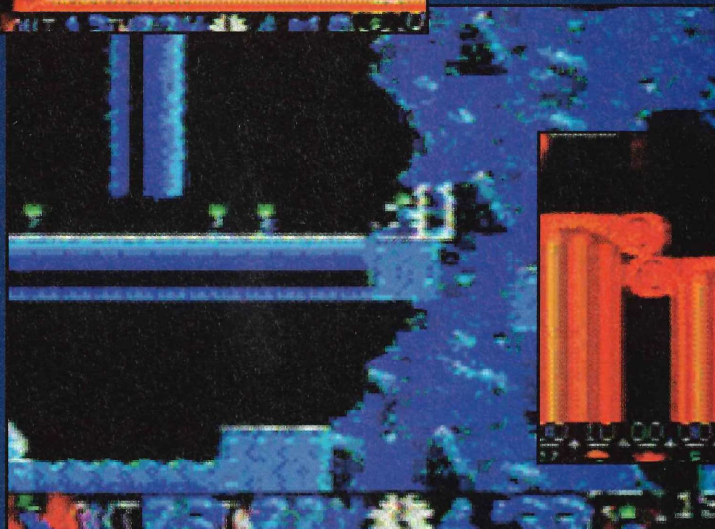
This popular game has appeared on virtually every known computer and videogame platform since it was first released on the Amiga over three years ago. The idea is a simple but phenomenally addictive one: get X number of mindless Lemmings from point A to point B in the shortest time possible, and watch out for traps and pitfalls. Sounds simple, huh? Nothing could be further from the truth!

Lemmings is what is known as a 'rules-based' game, which means that the levels are not sequential, and the only requirement is that you use the tools at the bottom of the screen to achieve the desired result. Many levels can be completed in more than one way, however there is always a best way, and the challenge often lies in not just simply getting the job done, but in getting it done right. Some Lemmings act as blockers, others as diggers or bridge builders. Others go kamikaze and blow themselves up; the key lies in making the best use of available resources.

Lemmings on the Game Gear manages to keep all of its charm and charisma, as well as its cutesy appeal for all ages. In the puzzle genre, nothing touches it for gameplay, graphics and sheer addictive appeal.

Fortunately, the Game Gear version has all of this. The action is fast and furious, and it seems like there is never enough time to do what has to be done. Avoid ground-to-air batteries, take out radar sites, free hostages, battle enemy ground troops, blow up enemy buildings, refuel and re-arm, then go back and do it all again. What makes *Desert Strike* so appealing is the way the levels become progressively more difficult – as your skills develop, the challenge becomes intoxicating.

It took a long time for a shoot 'em up game of this calibre to appear on the Game Gear, and frankly the wait was well worth it.



using a screen magnifier, you can play on a surface that seems much bigger. Although images tend to distort at the edges of the lenses, these devices are the best way to get the thrill of large-screen action with the convenience of portability.

CARRY CASES

A portable would not be complete without some form of case to store and carry it around in. The Game Gear boasts over a dozen such cases, of various designs and functionality at a price for everyone.

Carry cases fall into two major categories: hard and soft shell. The hard shell carry cases tend to be larger and have extra room for cartridges, accessories, battery packs and so on. These are ideal for people who

travel roughly and need extra protection, however it should be borne in mind that these won't fold up for easy storage. The soft shell cases are cheaper, easier to carry and offer excellent durability and protection.

ACTION REPLAY CARTRIDGE

The most successful of the 'cheat carts', the Action Replay cartridge is now available for the Game Gear. For those who are unfamiliar with these devices, a cheat cart is one that permits you to reprogram the game to a small degree, allowing you to turn off sprite collision, flags, change colours, give power-ups, unlimited lives and more. An excellent resource for those bored with a game, or who find the top levels a little bit too much of a challenge.

► 'A place for everything, and everything in its place'. So keep it clean with a Game Gear carry case.



ECCO THE DOLPHIN

Ecco the dolphin is alone, lost and frightened. His entire pod of friends and family has disappeared and none of the other sea creatures know why. His quest will see him encounter ruthless predators, hazardous waters and majestic ocean scenery as he searches for clues to their whereabouts.

Yet another conversion, this time from the Mega Drive, Ecco is a game that features breathtaking underwater action, silky-smooth sprite animation and a haunting soundtrack.

It is also a game that is difficult to define. In a sense, it is a platform game; yet unlike most platformers, the player must guide the dolphin between platforms, as collision with them can be hazardous. Another difference concerns gravity – all of Ecco's actions take place in the water, so progress up and down is almost as easy as left and right.

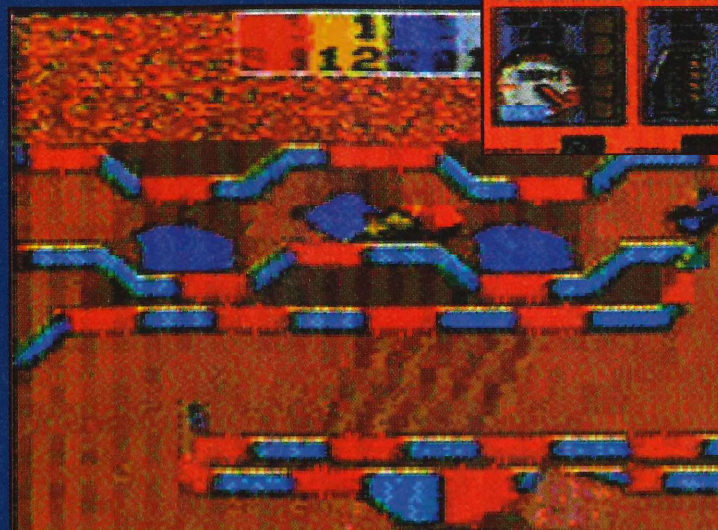
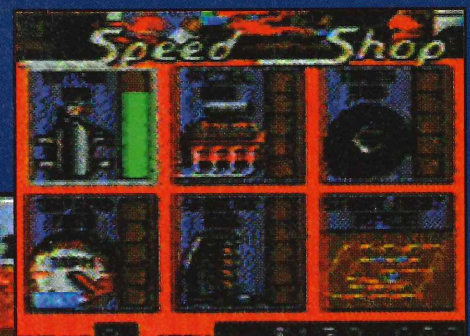
Ecco is primarily a non-violent game; a neo-platformer based on skill and deductive reasoning rather than on brute strength. The Game Gear version has lost none of the authentic charm of the original, nor have its gorgeous backdrops been compromised in any way.

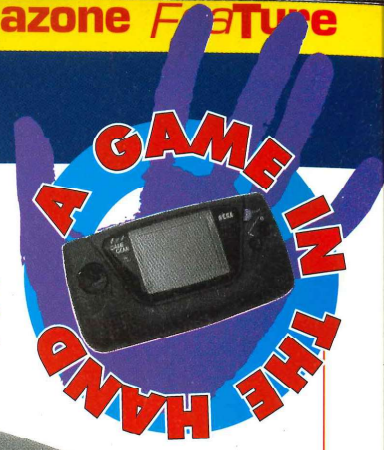
SUPER OFF-ROAD RACING

A car game like no other, *Super Off-Road Racing* pits 4WD maniacs against each other in a mad dash across treacherous terrain to the finish. The game is based on a 45 degree perspective viewpoint, similar to *Desert Strike*. The car sprites themselves are immaculately drawn through a full 360 degrees to facilitate a smooth and positive 3D look.

Another likeable feature of *Super Off-Road Racing* is what one might call the thug factor – the ability to push other combatants off the road and into the ditch. Many games shun this practice, but here it is almost a virtue. Take cuts, speed over the less fortunate, fly into the air... everything the average rev-head might hope to expect.

Every available pixel is coloured to perfection, and the gameplay is fast and furious (even more so through a Gear-to-Gear cable). For those who want a different type of racing sim, look no further than this.





futureGEARworks

The Game Gear is probably one of the most exciting and desirable products that any company has made in recent years. Its power/portability ratio gives it a significant edge on its rivals, and opens it up to all kinds of future applications. Imagine a cartridge that would permit you to run an electronic office on your Game Gear, complete with address books, telephone pads, memos, time/currency conversions, dictionary/thesaurus or translators.

Another possibility is a modem attachment that would permit people to teleplay with other gamers many kilometres away (perhaps on their mobile phones?). The Game Gear is a classic example of an

answer in search of a question, and will only be limited by developers' imaginations.

▼ Use a special screen magnifier to maximise your portable gaming pleasure.

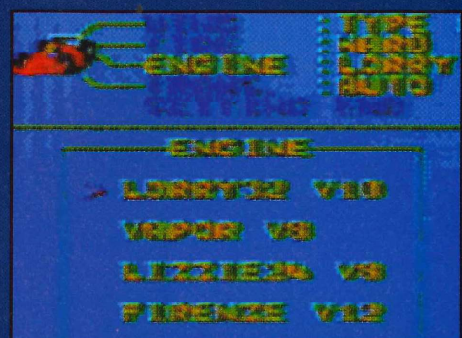


SUPER MONACO GRAND PRIX

This was the first racing game to appear on the Game Gear, and it's still the best of its type. As opposed to the redneck, rev-head appeal of the down and dirty *Super Off-Road Racing*, this offering is a trendier, more stylish affair. Played in a through-the-window first-person perspective, *Super Monaco GP* boasts some of the hottest, most invigorating action to be had on a hand-held.

What this game does more than anything else, is prove what a great system the Game Gear truly is. Not only does this version stand up favourably against its Mega Drive counterpart, but it also puts to shame some of the better offerings from other hand-held manufacturers.

One for every die-hard racing fan or driver groupie, *Super Monaco GP* is a great companion for those with the true racing desire, but not the cash.



A GAME IN THE HAND



the SPECIFICATIONS

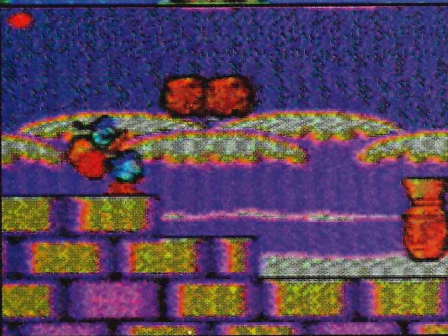
GAME GEAR TECHNICAL SPECIFICATIONS

PROCESSOR: Z80A, running at 3.58MHz
RAM: 64kbit
VIDEO RAM: 128kbit

SCROLLING SCREEN: 160 x 146 dots, 32 colours displayed from palette of 4096

SPRITES: 64 sprites of 8 x 8 or 16 x 16 dots

SOUND: 3 channels, plus white noise

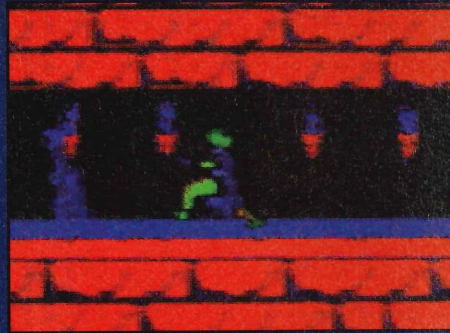
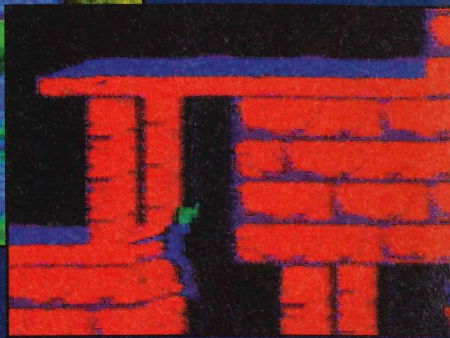


LUCKY DIME CAPER

Not one to relinquish the limelight, Donald has got in on the act in the *Lucky Dime Caper*. Scrooge McDuck has lost his lucky dime – the very first dime he ever earned – and fears the end may be nigh unless he can retrieve it. The task goes to Donald and his three nephews, Huey, Duey and Louie, who must journey forth through level after dangerous level in order to find the dime and return it safely.

Some of the animation is actually better than that seen even in Mickey's caper; the sequence where Donald jumps and waddles is especially humorous. The variation from scene to scene also adds greatly to the gameplay; if Donald isn't jumping maniacally from tree to tree, then he is hammering baddies.

For those who like Disney's genius, the *Lucky Dime Caper* is just the go. Sit back and prepare to be entertained.



CASTLE OF ILLUSION

Throughout this series, the quality of the Disney offerings has been much commented upon. Disney practically single-handedly invented what we know as the science of contemporary animation, so it should be no wonder that its videogame offerings should be equally as good.

Castle of Illusion sees Mickey journeying a complex maze of rooms and corridors in search of Minnie. Essentially a straight-out platformer, what makes this game so special is its humour and the coolness of the animation. Mickey, especially, is a delight, moving like he just walked out of a 1950's feature film.

For all of the cuteness, gameplay is not wasted. There is more than enough challenge here for most people, although the particular subject matter may lend itself more directly to the younger gamer.

The Master System ver-

PRINCE OF PERSIA

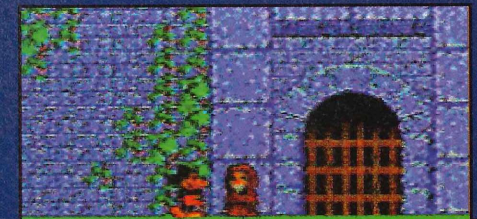
In an industry which sees games come and go with great rapidity, an evergreen title such as *Prince of Persia* is truly a treat. First programmed for the IBM PC, what made this game such a hit at the time was that it was the first to use a real actor to perform as a basis for the on-screen character.

Although the backdrops are a bit flat compared with some games, it is the quality of presentation and intrigue of problem-solving (not to mention the joy that the on-screen characters' cavorting engenders) that mark this as one of the all-time best offerings for the Game Gear.

The Game Gear contains only one-tenth of the memory boasted by the machine for which *Prince of Persia* was originally programmed – it is a testament to the hand-held that it can achieve the same intense gameplay and high degree of realism.

Perfect for Arabian Nights fans, animation freaks or platform junkies.

sion of this game was a popular release, and although this is basically exactly the same, it still stands out as one of the best all-time releases for the Game Gear.



SEGA
MEGA DRIVE

VIRTUA RACING



STRAIGHT FROM THE ARCADES

MAY RELEASE

SEGA

WIN!

TRIPS TO USA

COMPETITION

WIN!

One trip per month to be won!



SPACECAMP (5 Days)

Plus **DISNEYLAND** (3 Days)

At SPACECAMP experience a simulated (like very real!)

SPACE MISSION OR COMBAT MISSION

With authentic training as either

ASTRONAUT OR TOPGUN

(Min age 10yrs)

(Min age 13yrs)



2nd Prize Monthly C-D ROM

CALL

0055 26088

(PHONE AUST 25¢ per 21.4 sec. GET THE OK FIRST)

PLAY AS MANY TIMES
AS YOU LIKE.
BE THE FASTEST AND MOST
ACCURATE TO WIN!

**ALSO WEEKLY PRIZES
OF LATEST VIDEO GAME
OF YOUR CHOICE.**

*Major prize includes travel and
accommodation (plus meals at Spacecamp)*

For info about SPACECAMP (Backed by NASA)

CALL

0055 26097

(PHONE AUST 25¢ per 21.4 sec. GET THE OK!)

**Spacecamp attendance provided by
Australian Space Tours**

CONDITIONS OF ENTRY

The promoter is SNOWIRIS P/L ACN 061 232 577 of 2/4 Tara St, Woollahra, NSW. Entry is open to all residents of Australia. Employees & Families of the promoter, advertiser, sales promotion agency are not eligible. Entries close for first two prizes on 31/12 and 31/1 respectively. Winners will be announced in this magazine & on 0055 26088. Prizes are not transferable or redeemable for cash. The judges decision will be final & no correspondence will be entered into. Information on how to enter forms part of the conditions of entry. The contest is a game of skill not chance & all entries will be judged on merit. Calls are charged at 25¢ per 21 seconds. Ask permission if under 18.

TIPS' N' CHEATS HOTLINE

**LATEST HINTS' N' TIPS' N' CHEATS FROM
OVERSEAS ON THE TOP GAMES AND NEW
RELEASES. BUST THEM GAMES OPEN!**

CALL

0055 26070

(PHONE AUSTRALIA 25¢ per 21.4 sec. GET PARENTS OK FIRST)

- MEGADRIVE HINTS' N' TIPS' N' CHEATS
Includes STREETFIGHTER 2, MORTAL KOMBAT, SONIC, ECCO, JUNGLE STRIKE, TAZMANIA and the rest.
- MASTER SYSTEM HINTS' N' TIPS' N' CHEATS
- GAMEGEAR HINTS' N' TIPS' N' CHEATS

24HRS A DAY 365 DAYS A YEAR

SNOWIRIS P/L, 2/4 TARA ST WOOLLAHRA NSW 2025

WIN a Game Gear



You've read all about what a wonderful little machine the Game Gear is. Great for playing on the bus, train or long car journeys (as long as you're not driving, that is). Now's your chance to win a Game Gear of your very own, plus your pick of the best games going for it.

We're giving away not one, but two Game Gears. Plus, each winner will be taking their pick of two games from our top 10 titles, as listed in our Game Gear feature. It's all thanks to Sega Ozisoft, which is supplying the prizes.

Thanks heaps, guys!

Just imagine: while body-surfing at Bondi, you could be frolicking along with Ecco. Or: you're sat on the dunny, but instead of staring at that gross floral wallpaper, you could be beating the you-know-what out of Goro. Yes, the possibilities are endless. We want you to tell us just the most unusual place *you'd* play your Game Gear (if you had one, that is).

Entries can be as elaborate as you like. From a sentence saying "I'd play my Game Gear upside-down in the wardrobe", to a cleverly staged photo of you actually playing a false Game Gear made out of an old cereal packet, upside-down in the wardrobe. Originality, and downright absurdity, is what we're looking for. The sillier the better.

Send your entries to:

**'I do it upside-down in the wardrobe',
Megazone, PO Box 746,
Darlinghurst, NSW 2010.**

The usual rules apply: one entry per person, please, and get them to us by June 10, 1994.

Don't forget to include your name and address (yes, we know it's blooming obvious, but you'd be surprised), and tell us the two games you'd like to win. Note that Sega Ozisoft reserves the right to supply alternative titles, should the ones you specify be out of stock.

plus two of the best games around!



A Bluffer's Guide

Posters

Fast making wallpaper a thing of the past!

Title

A handy aid for shoppers! This familiar robust typeface ensures one does not unintentionally purchase an inferior brand (e.g. *Rolf Harris's Didgeridoo Monthly* or even *Improve Your Jack Hammer Skills Weekly*) from your local news vendor or "super" market.

Date

Indicates fortnightly frequency!

Staple

Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - free!! - with every issue!

Free Gifts

Inside! Every issue there's some type of promotional freebie that adds real value to your purchasing power. More cents for your hard-working dollar! Hurrah!

POSTERS: PETER ANDRE • EDDIE FURLONG

SMASH

23 JUNE 1993 \$2.95* (New Zealand \$3.95 inc. GST)

JANET JACKSON

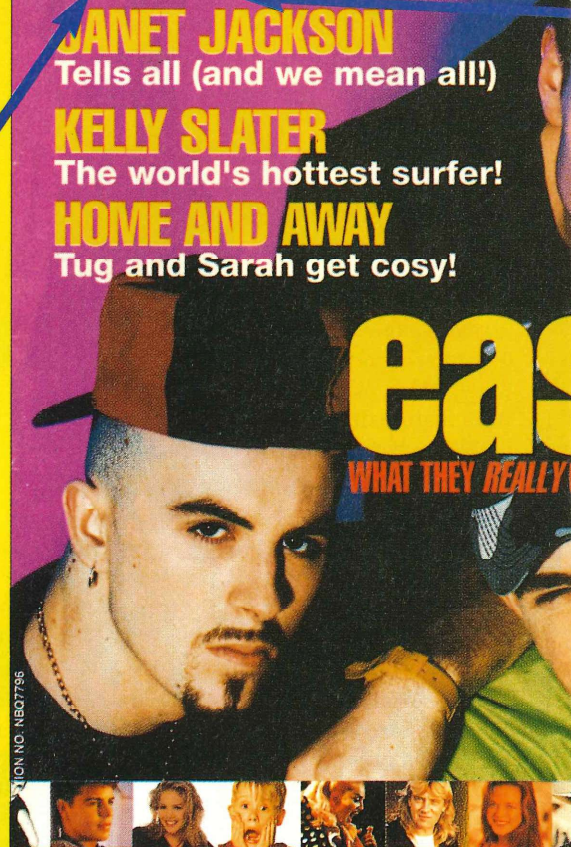
Tells all (and we mean all!)

KELLY SLATER

The world's hottest surfer!

HOME AND AWAY

Tug and Sarah get cosy!



VISION NO. 1807796

SMASH HITS

Autograph



SMASH HITS

Get with

le to *Smash Hits*



Funny Price

A snip at \$3.95 in New Zealand. Including GST! Even Dr. Hewson would approve!

Real Price

\$2.95 (in "new" money)

Famous Personalities

In this instance a group of lads with wispy beard, odd hats, a gold tooth and mean "dispositions". Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

Plus

Plus a bonus plus.

Barcode

Great news for little kids in Japan. A complete mystery to everyone else!

it every fortnight!

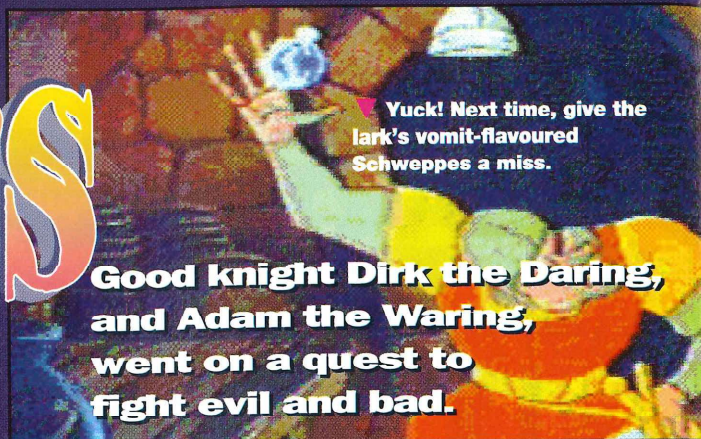
DRAGON'S LAIR



▼ This is Dirk's babe, Princess Daphne, currently shackled up with Singe, but...



▼ Dirk's having none of it. Can't see why. Leave the two old dragons to it, I say.



▼ Yuck! Next time, give the lark's vomit-flavoured Schweppes a miss.

Good knight Dirk the Daring, and Adam the Waring, went on a quest to fight evil and bad.

They both came a cropper, despite their big chopper, 'cos they didn't know what to press on the joypad.

Dragon's Lair's claim to fame is that it was the first arcade game to feature real animation. The arcade machine, released many years ago, featured whizz-bang laser disc technology. Now it's the Mega-CD's turn. Rather than seeing piddly little sprites running around the screen, the player interacts with a cartoon. The actions are set, but it's the player's reactions that determine the outcome.

It looks great. The animation is top quality and was produced by the renowned ex-Disney animator Don Bluth (who also produced feature-length movies such as *An American Tail*). It does lose a little in translation from the arcade machine, and some of the scenes look a little grainy, but it's all there and every bit a cartoon.

Sound, like video, plays straight off the CD, and the swashbuckling action is accompanied by many bone-crunching and gut-spilling sound effects. A spoken introduction at the beginning of the game sets the scene.

So far, so good. All that's left is to tick the 'gameplay' box and we can all go home. But sadly, this is where the game is fatally flawed.

This is how it happens: Dirk makes his way through a castle on his adventure to rescue some princess or other. You watch. Then, some peril will befall our hero. You press some combination on the joypad. If you get it right, the danger is overcome and Dirk makes it to the next scene. If you don't, he's killed horribly and you start all over again.

There's no real indication of what you should do; no arrows flash, you simply have to guess your actions at any given location. For example, if something's about to kill Dirk, then it's a safeish bet that swinging his sword is the way to go. If he falls down a hole, pressing Up is likely to get him out of trouble. Most scenes require more than one action to be performed. Timing is critical; make your move too soon or too late and he's a goner.

This doesn't make for good gameplay.

It's unbelievably frustrating getting so far, and then getting killed all the time because you can't work out the correct combination of buttons to stab. Or maybe you are doing it right, you're just doing it at the wrong time. Arrghhh!

Luckily, you have unlimited continues, so slog away for long enough and you'll get to see the end eventually. Thing is, you'll probably go completely gaga in the meantime.

An impressive visual feat, yes. The greatest gaming experience ever, not on your nelly. Don't be taken in by the game's good looks – it's only skin deep and, after the first frustration-filled hour or so, it's unlikely that you'll journey into the Dragon's Lair too often. **M**

▼ Too slow. Get the timing wrong and Dirk dies horribly (again).



▼ Take that... and that... and that... Doesn't he know they're already dead?



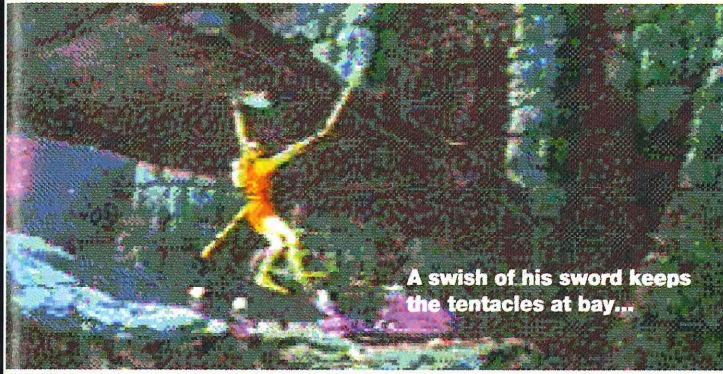
DIRK'S DEATH-DEFYING DEEDS



Dirk steps tentatively across the drawbridge...



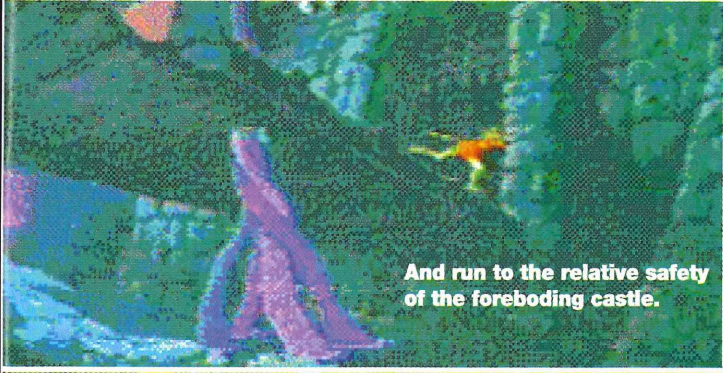
But the fat git falls through the floorboards.



A swish of his sword keeps the tentacles at bay...



Giving him just enough time to climb through the hole...



And run to the relative safety of the foreboding castle.



OOPS!

On the other hand, a wrong move and he's bought it!



▼ The all-too-familiar Game Over scene. Luckily, you have unlimited continues.



▲ Ouch! That blinkin' well hurt! Does anyone have a Band Aid handy?

The first scene sees Dirk entering a foreboding castle, within which resides the Dragon. As he makes his way across the drawbridge, the rotten planks give way and Dirk falls, only just managing to grab onto the ledge. Then, from the murky moat, tentacles appear...

A swish of his sword keeps them at bay. A split-second later, Dirk manages to pull himself up and, once again, give death the two-fingered salute.

What this actually translates to, is pressing the B button and then pressing Up. Timing is critical; too early or too late and Dirk's as dead as a dodo. It may be that you're doing exactly the right move, but at the wrong time. Frustrating, don't you think?

VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Readysoft

PRICE: TBA

SIZE: CD

Word

GRAPHICS

Excellent-quality animation. The whole game is a cartoon.



SONICS

It sounds as good as it looks. The digitised squelches leave little to the imagination.



PLAYABILITY

Interaction is limited to guessing what to press and when. You'll need the patience and perseverance of a saint.



STAYING POWER

If you can bear to play the thing, it'll last ages. Otherwise, the occasional airing to impress friends is about it.



OVERALL

These press-the-button-at-the-right-time games just don't do anything for me. It looks good, but the gameplay is shallower than the Todd River at Regatta time.

62
PER CENT

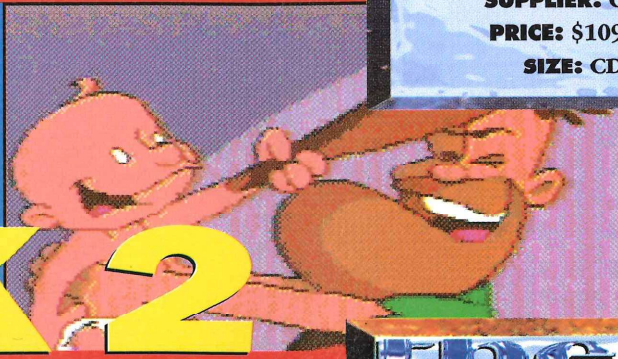
Babies

are trouble enough as it is—

arm a hyperactive one with a club and you end up with something similar to Adam Waring without his medication. Not pretty, guys...

CHUCK ROCK 2

son of chuck



◀ The intro cartoon is very impressive. The best FMV yet?

VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Core

PRICE: \$109.95

SIZE: CD



◀ Whack the apples out of the trees for an extra credit in the bonus stage.

ing up goodies on the way.

It's a nice enough game, with lots of comic touches and barf-inducing cutsie graphics. The problem is, we've seen it all before, only better. It's far too easy, rapidly gets boring and simply doesn't cut it when compared to other platform games.

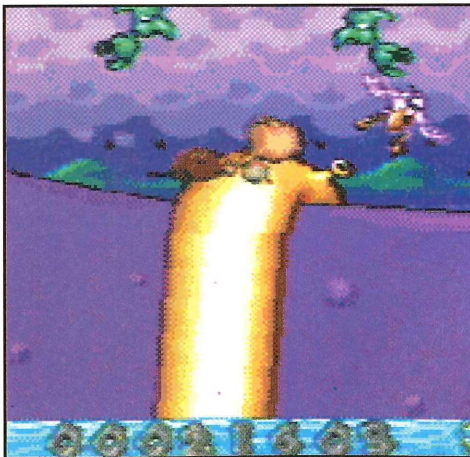
There *is* one really brilliant thing about it, though. The introduction is fantastic. It looks just like a cartoon, and uses the full screen to relate the story, rather than a tiny window in the middle.

But that's not enough. *Chuck Rock 2* has been converted to every format under the sun. Even when it was new, it was ancient in gameplay terms. Now it's prehistoric. **M**

Brief plot synopsis: Chuck Rock has been kidnapped. His new-born son, Chuck Junior, sets out to rescue his hostage dad. And, er, that's about it. Needless to say, you play the part of the rug rat. He's only knee-high to a grasshopper, but in those prehistoric times, grasshoppers were the size of kangaroos.

This has been around on Mega Drive and Master System for quite a while now. One or two enhancements have been made on the Mega-CD version; the custom scaling and rotation chip has been used for a few jazzy effects, and the direct-from-CD soundtrack is funky.

Gameplay-wise, though, there's little difference between this and other versions. It's standard platforming fare: take Chuck Junior through the levels – which scroll from left to right – avoiding dinosaurs and nasty cavepeople, and pick-



Word

GRAPHICS

In-game graphics are OK, but the intro is like a Saturday morning cartoon!



SONICS

Funky, and strangely space-age soundtrack. Fx are nothing to shout about, though.



PLAYABILITY

About the millionth version of an already staid game. Gameplay is stuck in the Jurassic period.



STAYING POWER

Too slow, too easy and too dull. It doesn't compare to other platformers.



OVERALL

Certainly not worth buying if you already have the Mega Drive version, and doubtful if you don't. There are plenty of better platformers about.

62

PER CENT

◀ The Mega-CD's rotation and scaling effects are used to spice up this scene.

MegaCD Review

▼ One of the many simplistic puzzles in the game: our Chuck has to smash those blocks, then push the boulder through the hole.



▼ Our spew-hurling hero hitches a lift on a handy dinosaur. Ye-haw! Ride 'em, Chucky!



Charge into the wildest section on the mountain!

A U S T R A L I A N SNOWBOARDING

**OUT
NOW**

a **TRACKS**
publication



***Australia's biggest
snowboard magazine
rips into the '94 winter!***

Australian Snowboarding:
a fat slab of crucial news, buying guides, interviews,
sick moves, board skills, riders' raves and awesome pics ...

Needham/SNP

Street basketball is a one-on-one aggression session, where success is measured by the money left in your pocket and the bruises on your butt. Peter Burney gets jammed off the court one too many times, before slinking off for a little underwear maintenance.

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Virgin
PRICE: \$109.95
SIZE: 8 megabits

Jammit



Mega Drive Review

Basketball sims are a dime a dozen on the Mega Drive, but before the punters blow the full-time whistle, Virgin has sneaked out a rookie from the bench in an attempt to slam-dunk a winner.

Jammit weaves basketball away from the crowds, cheerleaders, and hot dog vendors, slamming it out onto the street for a one-on-one 'your mother wears army boots' bash for cash.

Choose from three players with real street cred and attitude problems (the words 'please' and 'thankyou' were never enforced in these guys' homes). They each have their own special talents on the court - like blocking, slamming or shooting - so it's a matter of deciding which is best suited to your style of play. Two players can slash it out against each other, or the one-player version bounces you onto the court against a computer adversary.

Each player is given \$300, and must wager some or all of it against their opponent. You play until one of the two loses all their dough (these are tough times, man).

The rules of the court are simple: the first to score 21 points in a game of half-

court is the winner (NB: inside the semicircle is one point, and outside is two). From here, you progress to seven other games against one of the other players, but the gameplay is essentially the same; bet, score the most points, wipe the court with your opponent's undies, and progress to the next round.

Graphically, the game looks quite good. A choice of three courts makes for varied scenery, although that's about the extent of it. The sprites are a fair size, and individual movement is detailed. On the downside, sometimes the players do get caught up, and slow downs occur. When players run, they tend to slide across the ground like they're running on ice, and not the cracked asphalt of an inner-city basketball court.


When the action hots up, the view switches to a close-up of the players as they jam, slam, and wham-bam-thank-you-ma'am the ball for one point - you can bet your last \$300 that there'll be some cool manoeuvres here!

Controlling a player is fairly simple. Shooting, including slam dunks, requires pushing the A button to jump; then once

▲ There are plenty of variations on a theme: here you only score when you bag baskets from the crosses.

in the air, pushing it again to throw the ball. Unfortunately, you don't seem to have any control over whether the ball is basketed or not - the computer simply controls its fate. So becoming skilled at 'three-pointers' is... well... a non-event. You can spin around an opponent or push them over using B, and fend off an opponent or steal the ball using C.

The most impressive part of this sim is the sound. The music is downtown LA rap with a wise choice of extra bass (pump it up, dude). The ball sounds incredibly realistic as it bounces around the court and off the hoop, and the players' sneakers screech and squeak as they change direction. The whole thing is thick with clear, digitised speech, as the players try to trash each others' egos.

Jammit is a fresh taste in the world of basketball sims, but the dodgy controls and repetitive gameplay have fouled this cart back onto the bench. When you're playing against pros like *NBA Jam* there's no room for error. 



▲ Slam dunk! It's in the bag! Two points! Go for a basket and the action switches to a well-animated close-up view.

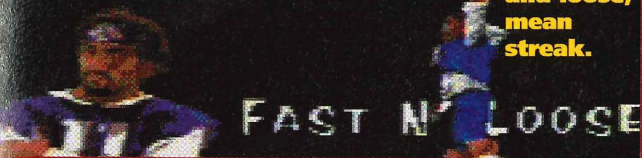
Pick your player

You can choose from three players to jam 'n slam your opponent off the court and out of pocket.

SLADE

SLADE - 6'2", 180 lbs

Favourite saying: "Keep it comin'", never tires, fast and loose, mean streak.



ROXY

ROXY - 6'1", 140 lbs

Favourite saying: "Give it up sucker!", long shooter, pretty fast, slaps most away.



CHILL

CHILL - 5'11", 185 lbs

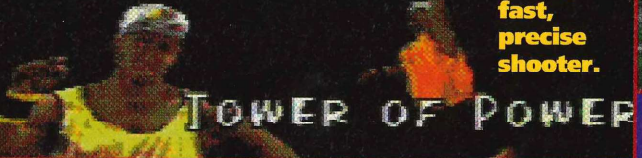
Favourite saying: "You're goin' down!", quick and slick, jammin' slams, rough and tough.



If you're good enough,

JUDGE - 6'4", 205 lbs

Favourite saying: "I like this game!", tower of power, strong and fast, precise shooter.



If you're good enough, you'll get to match it with the Michael Jordan of Street Ball. He watches as you lay-up and lay-out all those who pit their skills against you (but you can't choose him).



▲ Going for the long shot is risky. It's pretty much down to chance whether you'll score or not. Keep those fingers crossed...



▲ "Go on, buggar off." Pushing your opponent over and on their butt is a sure way of gaining possession of the ball.



▲ A quick jab in the guts is how the street player keeps hold of the ball when attacked by an opponent.



▲ Getting bored of the rap soundtrack? Simply approach the stereo and change your tune.

Word

GRAPHICS

Nice backdrops and accurate ball movements. However, sprites are fouled by unrealistic motions.



SONICS

Slammin' speech and pumping rap will have you dribbling for more.



PLAYABILITY

When you realise that scoring is mostly luck, it becomes pretty straightforward (and disappointing).



STAYING POWER

A variety of games which are fairly tough, but they're all one-on-one play, shoot, score or miss.



OVERALL

A good attempt at something slightly different in the basketball world, but the lack of variety will lead you to soon 'jammit' back on the shelf.

71
PER CENT

What's got TV and film stars galore, posters, competitions and just about anything else you can think of?

STAR!

It's the magazine-spectacular that'll blow your socks off!

Your One Stop Games Shop!



1-800-063-059

NEVER PAY RETAIL PRICES AGAIN

Cheques, postal orders or direct bank deposit only. To keep our prices low we do not accept credit cards. Please allow 5-7 days clearance on cheques. Inevitably some games may not yet be available or be out of stock. In the event of a delay we issue refunds on request prior to despatch. Prices subject to change without notice.

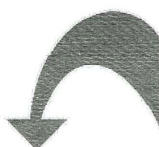
mega drive

<i>Lethal Enforcers</i>	\$147.00
<i>FIFA International Soccer</i>	\$86.50
<i>Aladdin</i>	\$112.50
<i>Batman Returns</i>	\$43.50
<i>Sonic 3</i>	\$86.50
<i>NBA Jam</i>	\$112.50
<i>Mortal Kombat</i>	\$129.50
<i>Virtua Racing</i>	\$172.50
<i>Robocop 3</i>	\$86.50
<i>Shining Force</i>	\$129.50
<i>Streetfighter 2</i>	\$147.00
<i>Cliffhanger</i>	\$78.00
<i>Dracula</i>	\$86.50
<i>F1 Grand Prix</i>	\$95.00
<i>F15 Strike Eagle 2</i>	\$95.00
<i>MLBPA Baseball</i>	\$86.50
<i>Krustys Fun House</i>	\$78.00

mega-cd

<i>Lethal Enforcers</i>	\$138.00
<i>Final Fight</i>	\$95.00
<i>Thunderhawk</i>	\$103.50
<i>Ecco the Dolphin</i>	\$103.50
<i>Sherlock Holmes 2</i>	\$112.00
<i>Silpheed</i>	\$103.50
<i>Ground Zero, Texas</i>	\$95.00
<i>Powermonger</i>	\$86.50
<i>RoboAleste</i>	\$86.50
<i>Bill Walsh College Football</i>	\$86.50
<i>NHL Hockey '94</i>	\$86.50
<i>Microcosm</i>	\$78.00

PLUS we also stock Master System 2 and Game Gear also Super Nintendo Nintendo, IBM, 3DO and IBM CD Rom. 00'S MORE TITLES IN STOCK !!!



With your initial purchase you'll receive a PUNCH CARD. Buy 10 games then receive your choice of any game at 50% off our price!

Game Station

P.O. Box 1073 Wagga Wagga NSW 2650

Orders Ph: 1-800-063-059
Enquiries Ph: (069) 263-226
Fax: (069) 263-229

VITAL STATISTICS

FORMAT: Game Gear
SUPPLIER: Codemasters
PRICE: TBA
SIZE: 2 megabits

CJ

ELEPHANT FUGITIVE

HAVE YOU HEARD THE JOKE ABOUT THE ELEPHANT AND THE SPARROW? PETER BURNEY HAS, BUT WE WON'T LET HIM TELL IT 'COS IT'S RUDE. ANYWAY, HE'S TOO BUSY PRETENDING TO BE A VERY LARGE, HERBIVOROUS MAMMAL ON THE RUN FROM THE STYLE POLICE.

Take a tiny elephant with a cap on its head, add some cute and colourful enemies and beautifully drawn backdrops of famous world locations, and you're laying the foundations for a rock-solid adventure. To top it off, give it lots of levels and gameplay which becomes progressively difficult, and you've got a cart which will have you blowing your horn with delight.

You see, CJ the Elephant has escaped from London zoo in an attempt to return home to the wilds of the African jungle. Unfortunately, he couldn't secure a direct flight (being an elephant and all), so you must stomp him through six popular world tourist destinations including Cairo, Paris and the Swiss Alps. Along the way, there's always time for a bit of sightseeing as you jump on Big Ben, climb the Eiffel Tower and explore the ancient ruins of Rome. Each stage consists of three levels (similar to *Sonic*), with the third containing the end-of-level baddie.

Of course, without travel insurance, CJ must defend himself by spitting an endless supply of peanuts from his trunk. Unfortunately, you can't jump and spit at the same time, so you must use a limited supply of bombs, which can be thrown at an enemy by pushing the D-pad down.

The gameplay is your standard jump and shoot business (but, frustratingly, it takes more than one peanut to stop an enemy). What separates *CJ* from other platformers is that you must search for each level exit. Travel through a maze of underground passageways or floating platforms, leaping spikes, and even riding a chair lift.

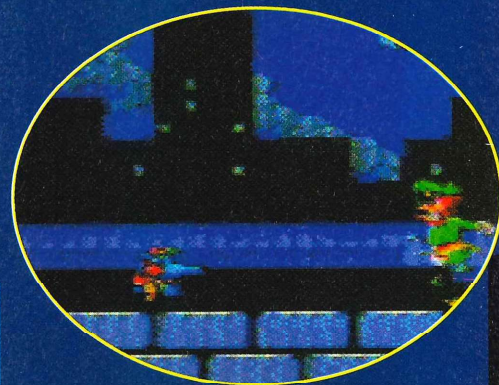
The levels get longer and the mazes more difficult the further into the game you progress. There are tons of hidden rooms containing hearts (for life), bombs, and extra lives (although half of these are found by accident, as you wander around in circles). It would have been nice to see a time limit added to give the game just a little more urgency.

Cartoon-style graphics grace the screen, with clear sprites and detailed backdrops. Baddies are continually changing, and befit their native area (snails and policemen in France, mummies in Egypt). CJ is nicely animated, with his belly puffing up as he spits peanuts, and an umbrella opening to make for soft landings when he falls.

In a nut shell, *CJ Elephant Fugitive* is a fun and challenging (although some may say too simplistic) romp around the world. One for the younger player. **M**



▲ That heart means extra energy for our trunk-toting hero. Watch out for the dive-bombing pigeon, though.



▲ Uh-oh, here comes trouble. Defeat the end-of-level bad guy to finish the London stage and cross the channel to France.

Word

GRAPHICS

Crisp, clear sprites and detailed backdrops. Lots of variety and a joy to watch.



SONICS

Music is bouncy, but very monotonous. Limited sound fx don't make much of an impact.



PLAYABILITY

Maze-like levels with lots of hidden areas make for enjoyable gaming, but there's not much variety in pick-ups.



STAYING POWER

Eighteen levels and some tough bosses. Roaming every inch of playing area will take tons of time.

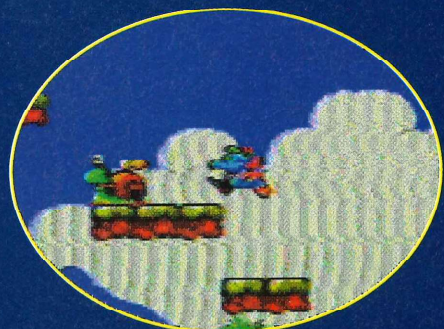


OVERALL

A well-constructed cart, which is frustrating to start with, but ultimately rewarding. More power-ups and a time limit would have made it mammoth.

81

PER CENT



▲ In gay Paris they eat snails and frogs for breakfast, washed down with two litres of red wine.



▲ Unlikely as it may sound, that broly is strong enough to float our fat friend down to a gentle landing.

NFL'S

Greatest:

San Francisco vs Dallas

VITAL STATISTICS

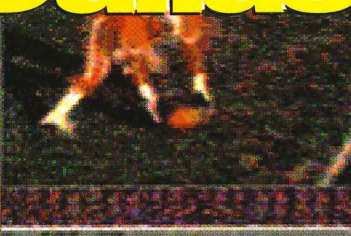
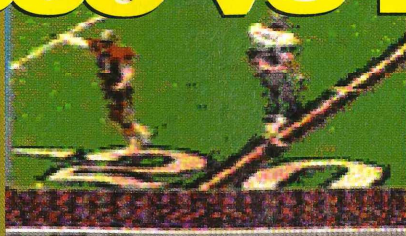
FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: TBA

SIZE: CD

FUMBLE



NFL's Greatest has a long way to go before it could be called a 'real' virtual reality game but, as David Thompson discovers, it heralds good things to come.

NFL's Greatest is the latest in a recent spate of football simulation games. The most remarkable thing about this one, however, is that the whole game is played in full-motion video (FMV), using excerpts from famous San Francisco 49ers versus Dallas Cowboys games.

Every play that you select has a corresponding video image stored on the CD-ROM. Whether the play is successful is decided on the merit of the defence encountered and its corresponding result. Virtual football, no less! The effects and music are up to the usual Mega-CD standard, with a pumping soundtrack and a nice, ambient crowd roar.



▲ **What's an American football game without a cheerleader? Let's hope her legs don't get too cold...**

is quite good (having dodgy eyesight also helps). Selecting the smaller screen size gives you an image not unlike those huge video screens at sporting grounds. To accompany the images, an unseen character supplies a running commentary on your plays and the game in general.

Games can be saved into the Mega-CD's battery-backed RAM, which is handy if you can't spare the hour a full game could take. Ten preset scenarios are also provided to check out your play-calling skills.

You can choose to play against the computer or with a friend. Either way, you get to select which team you coach. (Pick the Cowboys! Go on, pick the Cowboys!) Playing with a friend is the best option, as neither of you probably know a thing about the finer details of American football, unlike the good ol' Mega-CD.

Worth checking out—a must for NFL fans. **M**

Word

GRAPHICS

Excellent use of full-motion video makes this a gem. Large illustrations of plays is a bonus too.



SONICS

Great intro soundtrack, excellent crowd noises and a running commentary complement the fast pace.



PLAYABILITY

Couldn't be much easier. Simplified but adequate range of plays helps non-NFL fans.



STAYING POWER

Playing the same team in the one season could bore, but the graphics keep you in there.



OVERALL

Great concept – an interactive virtual football game. Not quite capable of full-screen FMV, but an excellent attempt anyway.

85
PER CENT

MegaCD Review



▲ **Make your strategic plays, then watch the results through full-motion video of real game footage. C'mon, you Cowboys!**

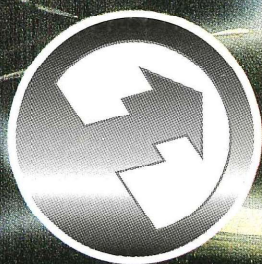
Unlike other football simulations, which commonly feature over 200 plays, this version has only six formations, each with six plays—a measly total of 36. Coupled with the fact that the only opposition you ever get is a choice of the two featured teams, some may find this loses its appeal relatively swiftly.

You can select full or part-screen video playback. Selecting full-screen results in a washed-out and decidedly grainy picture, but if you sit a few metres away, the result



▲ **Nice, clear pictures of plays, with handy arrows and lines, help you choose the best one for the moment.**

From deep
within
the
almighty
Sega Sanctum,
a new force has
arisen.
It is known as...



The New Reality

Megazone Monthly . Hottest Sega News . Exclusive Offers . Mega Comps . Cheats, Hints & Tips
For more info on this hot new club and how to join, call
02 317 0077

Plug your head into the hottest Sega info with **THE SEGA POWERLINES**

New Releases, Top Ten & Megazone	0055 . 25000	0055 . 22313	Flashback
TV Tuning*	0055 . 21195	0055 . 22314	Sonic 2
Rocket Knight Adventures	0055 . 22303	0055 . 22316	Jurassic Park
NBA Jam	0055 . 22304	0055 . 22317	Mortal Kombat
Eternal Champions	0055 . 22305	0055 . 22844	Roadshow Locations
Star Trek	0055 . 22306		
Sonic I	0055 . 22307		
Aladdin	0055 . 22308		
Bubba'n'Stix	0055 . 22309		
Competition Line	0055 . 22310		

SEGA POWERLINE
AUTHORISED
Beware of imitations

(70c/min. Make sure it's OK with your Old's before you call. * 55c/min - still check with the Old's)

NB. Some of the above numbers may relate to a new title after two months.

Adrenalin SG0060/MZ

**"Please, please, please,
there will be no killing of the dinosaurs!"**

JURASSIC PARK

VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: \$89.95

SIZE: CD

Stun them, put them to sleep for a while – throw a rock at the buggers, but under no circumstance shall there be any killing!"

Last words uttered by Duane Hatherly as his head explodes in the jaws of T-Rex.



▲ C'mon big fella, wakey, wakey. Yoo-hoo, Mr Triceratops. Move that fat, ugly prehistoric butt of yours, now!



▲ Man, oh man, looky here! A couple of grade-A free-range beauties. Put the billy on the boil, boys – It's time for brekkie.



▲ Lasers set to stun... Stun, I say, stun! Argh, nothing like the sound of razor-sharp talons ripping through human flesh.

In *Jurassic Park*, all life is sacred (except yours, of course), especially the life of those cute little dinosaur eggs. For whatever reason, your job is to gather at least one of each of the seven varieties of these fragile objects. Find them, pick 'em up and get them to the incubator on time. Eggs are nice and cosy in their nests, but they have a short use-by date when in your pocket.

You'll be given help and instruction by Emily-something-or-other via the video-phone in the control room at the Visitor's Centre. She'll update your situation and let you know how close you are to dying a horrible and violent death (or making it successfully off the island with a bag full of eggs, I guess).

Watch out for your enemies. There's a group of greasy dudes with a helicopter (remember *that*, 'cos yours is trashed) who are partial to dinosaur eggs too. And of course, there are the seven varieties of prehistoric eating machine that will arrange extinction for you if you look at them the wrong way. So be careful out there, and remember, whatever you do, don't talk to strangers.

As you collect eggs and the tool-type gizmos, save your game in progress by returning to the control room. Don't forget to put the eggs in the incubator in the next office, and take the opportunity to bandage up your Raptor-bites using the first-aid kit on the wall.


All the gameplay actions are pretty straightforward. Move the cursor with the D-pad to scroll through 360° and to see what is north, south, east and west of you. While scrolling, the cursor will change and indicate alternate functions. An arrow leads to a path that can be

followed. There's a special green cross-hair that gives you the opportunity to use a special tool. The hand symbol means there's something for you to pick up, and a magnifying glass-thingy lets you know there's something to look at more closely.

Pause the game to display your egg collecting progress. Hit the B button (or whatever you have specified on the options screen) to see the tools you've got in your kit, and don't waste time. You've only got 12 hours to find all the pieces, use them correctly, and have a quick coldie before leaving the island.

Jurassic Park on CD is a different game altogether to the Mega Drive and Master System versions. It is an adventure game with some problem-solving thrown in for kicks. Shoot some long-named dinos with tranquillisers, use a rock to help build a bridge across a river, and don't honk too many times when you're lolly-gagging with a Triceratops or two. You must use your problem-solving skills *and* your reflexes to get to the end-of-game-sequence of this one.

The full-motion video bits are quite impressive, but after you've seen them a few times you know the story, and it gets frustrating waiting for CD to load up each time.

Jurassic Park is a jigsaw puzzle of a game. And once the pieces have been put in place for the first time, the shine wears off a little. But let's face it, there are some seriously good moments and it does play well. The exciting thing about this sort of game is the depth of detail that is lurking there. Once an appropriate way of managing and accessing gameplay info is in place, a game like *Jurassic Park* could turn out to be a real monster. 



▲ As you enter the Visitor's Centre and go upstairs, you are treated to a very impressive full-motion video sequence...

PUTTING THE EGGS TO BED

You've collected a few eggs—now it's time to put them away for safe-keeping...

▼ Collect the white key on your way to the Visitor's Centre. Some moron put it in a dinosaur nest. He's since been fired.

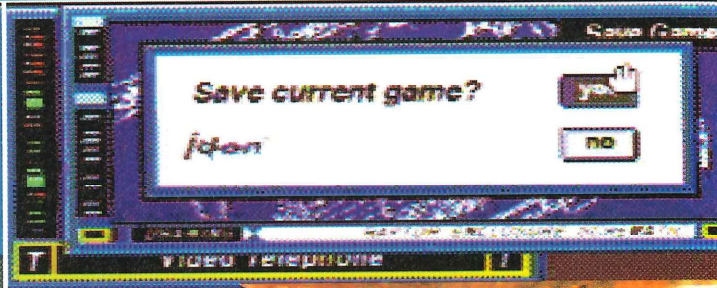
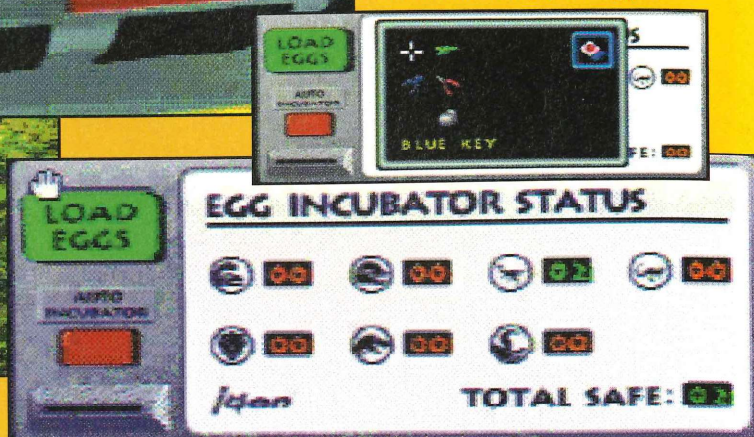


◀ The incubator. It's impressive, isn't it? And such a nice shade of red.

▼ Use the white key, gain access to the egg loading switch and dump your eggs.



▶ The egg incubator status panel lets you see how many of each type of egg you've got safely tucked away.



▲ In the control room, take advantage of the opportunity to catch up on the latest gossip with Emily, and then save your game. Better safe than sorry when playing with Raptors.

IF IN DOUBT, SHOOT IT

There's nothing more frustrating than finding a Gallimimus or the like in your road when you're on an egg-hunt. Hmmm, what to do?

Got it! Zap this unsuspecting frog with a shot from the stun-gun, and it jumps clear across to that hungry dinosaur, who has a habit of eating and running.

Bob's your mother's brother, the path is clear!



Word

GRAPHICS

Looks impressive, with choice FMV sequences. Great sense of perspective and movement through space.



SONICS

Some good what-dinos-would-sound-like-in-the-jungle-sounds. Music and fx are well integrated into gameplay.



PLAYABILITY

OK, but as with most CDs, waiting for information to load is annoying.



STAYING POWER

Sorta tough, but once you've cracked it (snigger snigger), you'll collect more eggs than Eggbert.



OVERALL

Great-looking, engrossing and addictive (at least until you crack it). So, go on—stun 'em, take their precious eggs and, erm, save the world!

81
PER CENT



▲ And oh how we've done it an injustice with these four measly screen captures.



The Master System is not dead!

It's not even very sick, and games like *Micro Machines* are proof. Steven Miller gets all excited over powerboats in the bath.

This is an excellent version of the popular Mega Drive game, with all the silly backgrounds intact. If you've never seen *Micro Machines*, it's a racing game with a twist: all the cars have been shrunk to miniature size and dropped into bizarre worlds like bubbling bathtubs, breakfast tables, and desks covered with homework pads and pens.


You can play against a friend or the computer, choosing your character from a selection of 11 flattering mugshots.

In the one-player mode, go one-on-one against the computer or in a group of four. Each race has different backgrounds and vehicles such as sports cars, powerboats, 4X4s, formula ones and even tanks.

Study and memorise each track and the computer becomes fairly easy to beat. Part of the fun is in finding cheat corridors outside the designated track - for example, you can jump over folders and rulers and zip between nuts and bolts to head off your opponent and gain an advantage. Each track has many off-road areas to explore.

With two players, a single race option allows you to choose your vehicle, which is a good way to study individual courses. In this mode, if your opponent gets one screen ahead of you, the race stops, they are given a bonus and you restart from the same position. Too many bonuses, and the other player wins even before the race ends. Fortunately, it is possible for the better player to begin with a handicap to make the race fairer.

The graphics are simple and effective; it's amazing how a change of background can make each race seem different, prolonging your interest in the game. The control is faultless, with the vehicles moving quickly and responding well to your movements.

The main pleasure of the game is the fact that a simple, overworked idea has been revived by an imaginative outlook. *Micro Machines* for the Master System shows that less memory and less bits does not have to mean less fun. 

VITAL STATISTICS
FORMAT: Master System
SUPPLIER: Codemasters
PRICE: TBA
SIZE: 2 megabits

▼ Win three races and you get the chance to win a bonus continue with the Ruff Trux.



▼ Spots of jam have been strategically placed on the tablecloth. Mum won't be pleased.



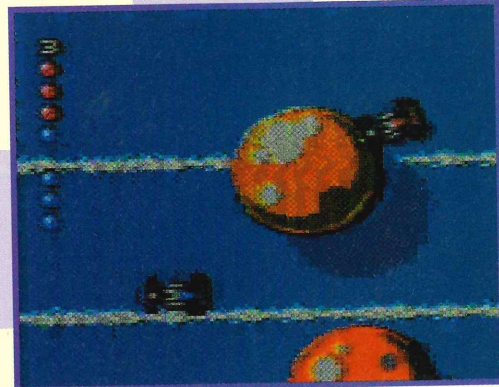
▼ Each type of vehicle has different handling characteristics. The fastest of 'em all are the F1 racing cars.



▼ You can't win 'em all. Luckily, coming in second just about qualifies you. Better luck next time.



Micro M



▲ The head-to-head option sees two players racing one another.

Word

GRAPHICS

Perfect for the game, they stand up well against the 16-bit version.



SONICS

Just grind and smash noises for the races, and uninspiring music between.



PLAYABILITY

This game is easy to control and fun to master, with a wide array of choices to explore.



STAYING POWER

Once you've memorised the courses, the game becomes repetitious but, as racing games go, it's one of the best.



OVERALL

This is an excellent translation of a very good game, and Master System owners should be pleased with the quality.

82

PER CENT

Machines

Yep, this game is great on Mega Drive and Master System – now the Game Gear has its turn, and Steven Miller reckons it's worth making a fuss about.

Scaled down to a smaller system, *Micro Machines* loses none of its addictive gameplay and innovative ideas. This is virtually identical with the Master System version, with the same excellent gameplay, hilarious graphics and cast of weird racers. This time, however, there is an added feature not previously seen on Game Gear – two players can play on the one machine at the same time!

As with other versions, you start the game by choosing to challenge the computer or a friend. Against a computer, you are able to race one-on-one, or in a group of four. The first qualifying race is in a bubble bath, racing as speedboats, and from there the fun begins. Each track has its individual flavour – breakfast table, homework desk, mechanic's yard, just to name a few. All courses have their own obstacles, twists and turns to master.

In the two-player mode, you choose

▶ Arrgghhh! This always happens to me! Approach the bridge with care, or you'll be nothing but a splat on the carpet.



▲ Who left that enormous rubber duck there? Just one of the perils of speedboating in the bath.

▶ Running straight into a globule of super glue doesn't do much for your chances.

between tournament or single race. Tournament is played like a challenge – you begin in a desert scene with a 4X4 vehicle. In the single race, however, you are able to choose your vehicle with its accompanying background.

For two players, the Game Gear is positioned so you and a friend face each other. One player uses the directional pad and the other uses Start and button 1. There is no acceleration or braking in this game, just controlling left and right, so you'll have to cut those corners fine if you want to beat your opponent. Although initially a little difficult to control, this feature adds versatility to the Game Gear version, and other companies should note the example.

The simple graphics translate well to the Game Gear. They are clever, well-defined and colourful. There is no music during the races, just the grind of the wheels and the smash of cars colliding. Your vehicle responds well, making the game a pleasure to play. The humorous, unique backgrounds and range of vehicles make this racing game stand out, so you'll come back to it again and again. Everything that makes a game fun is packed neatly into *Micro Machines*. **M**



VITAL STATISTICS

FORMAT: Game Gear
SUPPLIER: Codemasters
PRICE: TBA
SIZE: 2 megabits



Micro Machines

GRAPHICS

Intensely coloured and beautifully clear in their simplicity. The backgrounds are believable and fun.



SONICS

No music during the race might bug some people, and the music between races isn't so great.



PLAYABILITY

Easy to control, even for a beginner. The unique approach of this game will appeal to everyone.



STAYING POWER

Once you've memorised all the courses, this game may lose its lustre, but until then, it's great fun.



OVERALL

This perfect copy of the great Master System version has one unique additional feature – two players on the one machine. Bonus!

83
PER CENT



▲ Two players can race against each other on one Game Gear. You don't get brakes, but who needs 'em.



▲ In this life there are winners and there are losers. More so in *Micro Machines*.

RACING ACES

Equipped with goggles, leather beanie and a very large gun, David Thompson hops into his Fokker DR.1 and heads off into the wild blue yonder.

Too bad he forgot the parachute...

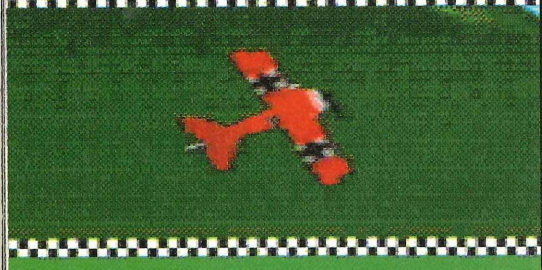
VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: TBA

SIZE: CD



▲ A super-smooth intro promises great things to come. Don't get too excited...



▲ Get your ass outta my way! Another competitor's plane erupts in flames.



▲ The reality is way short of what we should be getting from the Mega-CD.



▲ No sir, I'm afraid we don't deal in nuclear weaponry, and we can't help you with the hamburgers either.

Turning on *Racing Aces* for the first time, you could be forgiven for getting wildly excited over the intro sequences of beautifully animated aeroplanes gliding through smoothly-contoured valleys. Don't be fooled, it's just a tease (or wishful thinking on the programmer's part). The actual game is a far more humble experience.

Racing Aces is a simulation of pylon racing, where you fly around a ground-marked track at very low altitudes, aiming to make the best time. In this case, the world's defence companies have spiced it up a bit by arming the planes with missiles and putting the odd anti-aircraft battery in place.

In the race, you fly against an assortment of loonies ranging from robots to old grannies, each with their own flying style. As you climb up the rankings, you try out a number of courses and a selection of aircraft. Make money from successful races and stop off at Bob's Pro Shop to enhance your aircraft with bigger guns and better shielding. You can even trade up to a better aircraft entirely if you have the cash. Other things come for free – around the course you run into power-ups like speed-ups, repairs and weapons enhancements.

As we've come to expect from Mega-CD games, the music is great – almost good enough to listen to on its own. Nice music, however, is not really suited to a lethal pylon race. The sound effects are good, with a fairly realistic engine noise. Graphics are not nearly as hot as the

opening sequence would suggest – scenery is pretty rough, and not as smoothly animated as it could be.

The real killer of this game is the aircraft control. There are a number of options, but even with auto-roll stabilisation turned on, the aircraft is unbelievably hard to keep in a straight line. This kind of control would be OK for dog-fighting, but this is a race where you are trying to maintain as smooth a course as possible in order to make the best time. Most annoying.

I'm sure many of you would rush out and buy a good CD flight sim if one came along, but I'm afraid you may have to wait just that little bit longer. **M**

Word

GRAPHICS

It could have been so much better. Over-simplified graphics make this decidedly mediocre.



SONICS

In complete contrast, the music is great. Sound fx are adequate without being notable.



PLAYABILITY

I'll be really generous and assume they never listened to their playtesters. This game is really hard to control.



STAYING POWER

At great risk of falling into the 'why bother' category, the only saving grace is a battery-backed racing season.



OVERALL

Unspectacular graphics and appalling flight controls shoot down this game. It would have been dodgy on the Mega Drive, and it's unforgivable on Mega-CD.

52
PER CENT

MegaCD Review

Waves

out
now
!!!

the
most excellent
surfing magazine
in the
universe

Don't look now, BUT WE'RE ABOUT

The December 1993 issue of Megazone contained an in-depth, rudely-probing reader survey, which over **1000** of our esteemed readers (you!) chose to painstakingly fill in and shuttle back to us.

HERE'S WHAT YOU SAID:

- 35% of you own a Master System
- 66% of you own a Mega Drive
- 8% of you own a Mega-CD
- 12% of you own a Game Gear

Only 1% of you intend to buy a Master System, while 12% were planning for a Mega Drive, 24% for a Mega-CD, and 5% for a Game Gear. Not surprising really, eh?

The majority of you are long-term gamers, with 72% of you having played games for more than two years.

40% of you own more than 10 games, and more than half of you buy up to three games a year. When you do buy a game, you rely heavily on information gleaned by reading reviews in Megazone.

The majority of you are rabid games-obsessed monsters, thrashing your consoles for up to 10 hours a week (that's nothing - we each clock in at 46.5 hours). That's the average, but 14% of you stare at the screen for over 20 hours. It'll make you blind...

Most of you steer away from the import market, but nearly a third of you rent more than one game per month.

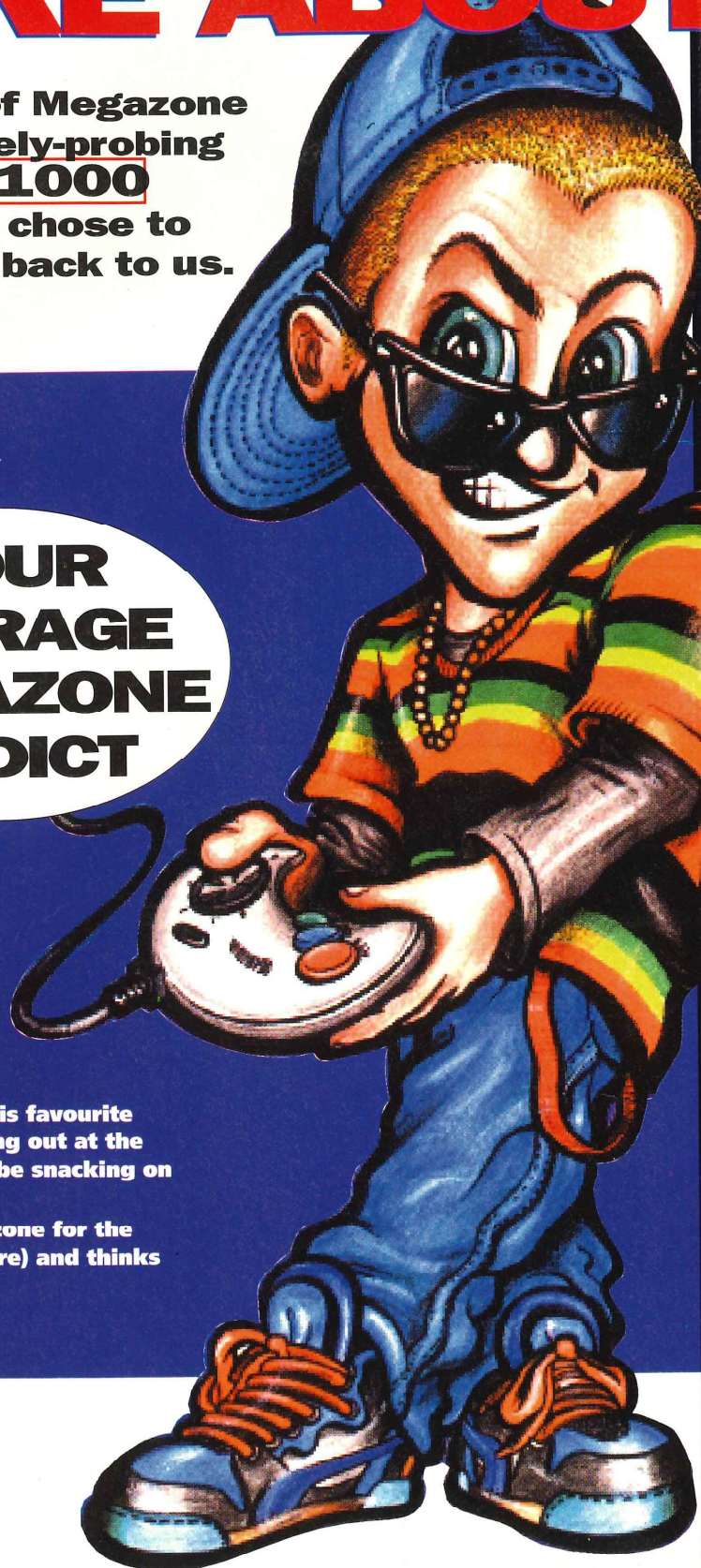
A massive 71% of you believed that games were too expensive, but a quarter of you thought they were about the right price.

Most of you like what you see, and more than 88% of you rated Megazone 'utterly brill' or 'good'. A whopping 95% of you said you'd be buying the next issue. We must be doing something right...

YOUR AVERAGE MEGAZONE ADDICT

The typical Megazone reader is male, aged about 15 and a school student. Besides playing console games, his favourite pastime is hanging out at the arcades and maybe snacking on some takeaway.

He buys Megazone for the articles (yeah, sure) and thinks it's utterly brill.





TO EXPOSE YOU!



BEST GAMES OF THE YEAR

Here's how you voted in the Megazone poll to unearth the top offerings of the year, and the ultimate game for any system. We could have put money on it, really.

MEGA DRIVE

1. Aladdin
2. Mortal Kombat
3. Street Fighter 2

MASTER SYSTEM

1. Sonic Chaos
2. Mortal Kombat
3. Winter Olympics

GAME GEAR

1. Mortal Kombat
2. Cool Spot
3. Land of Illusion

MEGA-CD

1. Sonic CD
2. Final Fight
3. Night Trap

BEST GAME EVER!

1. Mortal Kombat
2. Street Fighter 2
3. Aladdin

Washing blood, mulga ants, ancient toilets, and poisonous green slime. What more could you want ?

Helix is a rad magazine packed with hundreds of berserk facts, heaps of competitions and cool experiments you can do at home.

You'll read about mad things like emu burgers, a machine that washes your own blood, bizarre bugs, computer hacking, and loads more.

In fact, there's enough crazy info to freak you and your friends out for life.

The Helix is at your newsagent for a dirt cheap \$3.95.

So don't just sit there waiting to borrow a friend's copy, get your own now.



SEGA MEGA-CD

SEGA

MEGA-CD

COMPACT disc

4411

SEGA



TM & © 1992 U.C.S. & AMBLIN



JURASSIC PARK

670-4781-50



- Unbelievable jams to wild full-court shots.
- 54 of the Hottest NBA stars
- Lightning fast steals
- "In-your-face!" rejections
- Super-Human slam dunks
- 27 official NBA teams
- Digitised graphics / realistic commentary
- 1, 2, 3 or 4 player mode



TOP RATED US ARCADE GAME OF THE YEAR

MEGA DRIVE

II

AKkaim

COMING SOON ★ ORDER NOW AT YOUR RETAILER

HINTS

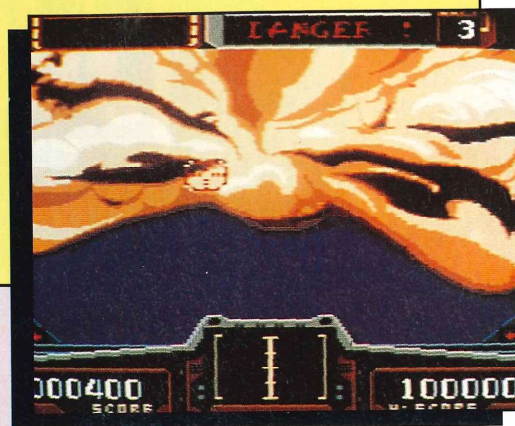
CHEAT OF THE MONTH

From this month, we're awarding a prize each issue of a year's subscription to Megazone for the best cheat sent in by a reader. Our first winner is **Casey of Eumundi, QLD**, who submitted this cool *Cobra Command* level select.

If you want to be in the running next time, please include your full name and address when you send in your hints and tips.

COBRA COMMAND MEGA-CD

At Game Start and Config Mode, press Up, Left, Right, Right, Up for a level select. Secondly, do Up, Down, Left and Right for training. Enter config and select what you want. At name of stage, press Right to move stages, plus you can train as well!



POWERMONGER

MEGA DRIVE

To have conquered all the worlds, enter 2MNOA2WSD, according to **Shawn of QLD**.

NBA JAM

MEGA DRIVE

This extremely cool cheat was submitted by **Cameron of NSW**. To speed up the game, when 'Tonight's Matchup' appears, tap A, B or C 13 times and then hold down B and C together until the court appears. 'Juice Mode' should appear below the two players in the tip off.

The following cheats were submitted by **Andrew of WA**.

INDIANA JONES

MEGA DRIVE

When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A for a level select.

NEW ZEALAND STORY

MEGA DRIVE

During the demo, rotate either joystick to receive nine credits.

TURRICAN

MEGA DRIVE

Select options on the first menu. On the options screen, take the arrow to 'Exit', then press Down and enter the following sequence: A, B, B, A, B, A, A, B, A, A, B, A, A. This will give you another set of options.

BATMAN RETURNS

MEGA-CD

Level skip: on the options screen, highlight game type. Move it to 'driving', and hold Left and press B. Move to 'difficulty' setting and do the same thing. Do this for all the other options, moving down; then do it all again, moving up the options. You should hear a noise. To skip levels, just pause the game and press C.

COOL SPOT

MEGA DRIVE

To finish the level you are on, pause the game and press A, B, C, B, A, C, A, B, C, B, A, C.

SONIC 2

GAME GEAR

This level select was sent in by **Ken of NSW**. At the picture (in a circle) of Sonic chasing Tails, press buttons 1, 2 and Start and hold them down. When the title screen appears, move the D-pad in a clockwise 360 degree motion, starting with Right. Do this until you hear a chime, then let go of everything and press Start.

SOL-FEACE

MEGA-CD

Casey of QLD has a tip that will make you invincible. Put in the code to get MY99, press A and then Right. The word MUTEKI will appear in its place. Keep your finger on A all the time. Start the game and you will be invincible.



UNIVERSAL SOLDIER

MEGA DRIVE

Level 2 CHSGM

Level 3 MKSNS

Level 4 SGGY

Level 5 JLGPH

Level 6 JDRSD

Level 7 PKSND

Level 8 CWBPN

Level 9 SFTNP

Level 10 CMVDG

Level 11 BYTCM

From **Ken of QLD**:

Invincibility code PWRZS

Reveal hidden bonuses SHBXZ

& TIPS

OUTLANDER

MEGA DRIVE

Level codes supplied by the prolific Shawn of QLD.

Snake Creek QNN81QZBQ♥41QQ
Fish Eye C45Y1Q ☺VYJ8Q28
Denial 2☺BY1QWP4☺C8ZY
Tortilla Flats BV7811ZLY♥Y18Q
Hellburn 63.Q21NFQKK12Q

F-22 INTERCEPTOR

MEGA DRIVE

This is a cryptic one from Shawn of QLD: Lose every life using the ejector seat and see what happens!

RAMPAGE

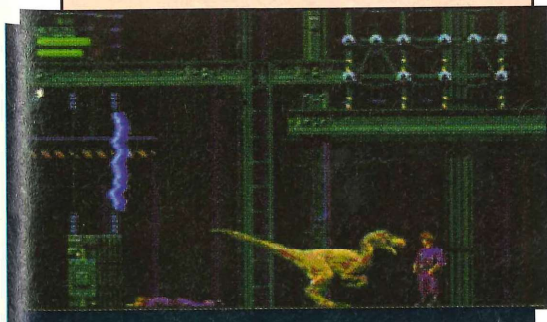
MASTER SYSTEM

QLD Ken says for one continue, press buttons 1 and 2 together. For a second continue, press Up, Left and button 1.

JURASSIC PARK

MEGA DRIVE

This interesting code from Gazza gives you a level select and a body swap (for example, when you choose the Raptor, you'll play as Grant versus the humans). Enter the code 02160016. After doing this, select options, then leave the options screen immediately. Change the player to Grant then start the game. A level select will be presented. Choose Grant or the Raptor to play any level.



ACTION REPLAY CODES

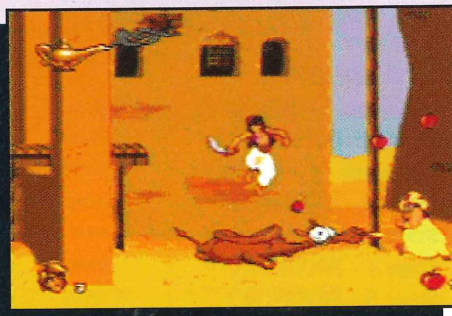
MEGA DRIVE

From Louise of VIC:

ALADDIN

Infinite energy FFEFFA0008
Infinite lives FF7E3C0039
Infinite apples FFEFE10039

NB: Start with 19, collect 8, then have 99 infinite.



ECCO THE DOLPHIN

MEGA DRIVE

According to Gazza, control the blue whale in level 10 by positioning Ecco next to it, then pressing Up, A, Down, Left, B, Left, C, C and Down.

CHOPLIFTER

MASTER SYSTEM

Level select from Ken of QLD: press Up, Down, Left, Right and button 1.

CASTLE OF ILLUSION

MEGA DRIVE

Turn Mickey into a ghost with the help of Ken of QLD. Hold down A, B, C and Start, and you'll be able to walk through walls, enemies and the entire game!

SONIC 2

MEGA DRIVE

Shane from SA confesses that the following is a totally useless cheat, but we'll publish it for him anyway. Go to the sound test and enter 7F and 7E, then start the game. You will find there will be no sound. Wow.

MASTER SYSTEM

CRASH DUMMIES

Infinite lives, one player 00C08B0%
Infinite lives, two players 00C08B05
 00C09305

WONDERBOY IN DRAGON WORLD

Infinite energy 00CF5280

LUCKY DIME CAPER

Infinite time 00C08D0F
Infinite energy 00C13E01
Infinite lives 00C06903

SONIC CD

MEGA-CD

Liam of QLD has submitted the following cheats, but says he thinks they work only when the game has been completed with the seven time stones. Try it for yourself.

On the title screen, when it says 'Press Start', press Up, Down, Left and Right, then hold A and Start, then hold the D-pad to the Right. Two new options – D.A Garden and Visual Mode – will be revealed.

D.A Garden allows you to see the Little Planet and listen to the game's music.

Visual Mode lets you view the opening, bad ending, good ending and 'pencil test' sequences.



H I M M T S

HOT SEGA READER TIPS



▲ **Would you trust these guys with your sister, let alone your Mega Drive?**

SONIC SAGA

Is there a level select code for *Sonic 2* on the Mega Drive?

Michael, QLD

This was printed last month, but if you didn't catch it: on the title screen, press Down twice then Start to access options. Go down to the sound test and play 19, 65, 09 and 17, pressing B after each to hear the sound.

When you've done this correctly, a chime will sound. Press Reset, wait for the title screen again, hold down button A and press Start. You'll then be given a level select screen. Choose your level, then press Start.



GORE AGAIN

Could I please have the gore code for *Mortal Kombat* on Game Gear?

Lewis, NSW

Not again! On the codes screen, press

buttons 2, 1, 2, then Down and Up. And for Shay of NSW: you can use the same code for the Master System.

WONDER CHEAT

Is there a cheat for *Wonderboy* on the Game Gear?

Anon

For a level skip, press Down and Start on the title screen, then push Up to choose the starting level.

FUN & KRUSTY

I would like to know all the codes for *Krusty's Fun House*.

Ken, NSW

Stage 2 – WHOAMAMA

Stage 3 – FLANDERS

Stage 4 – BROCKMAN

Stage 5 – SIDESHOW.

To open all doors, enter SMAILLIW on the passwords system.

JUST KIDDING

Would you please tell me some cheats for *Alex Kidd in the Enchanted Castle* for Mega Drive?

Curtis, QLD

To continue the game without having to play scissors-paper-stone, go to any boss. As soon as the chit-chat is over, press Start to get the item select screen. Press Start again to proceed.

LEVEL SKIPPER

Could you give me level selects or other codes for the Mega Drive games of *Sonic*, *Altered Beast* and *Fire Shark*?

Robert, WA

Sonic: From the title screen, press Up, Down, Left, Right, A, C, B and C. You should hear a chime. Then press A and Start simultaneously for a stage select.

Altered Beast: For infinite continues, press Start and A on the title screen to continue from where you left off in the previous game. For extra options, press Start and B on the title screen.

Fire Shark: Go to the explanation screen

(after the title screen), then press A, C, Up and Start to enter the round number.

DIFFICULT MISSION

I have the Mega Drive game *Meg-29*. Could you please supply me with the passwords for the last three missions, if available.

Norm, QLD

Sorry, but there are no cheats at all, and this is a very hard game. Good luck!

ALL CHEATED OUT

1. Are there cheats for *California Games* or *Battle Squadron* on Mega Drive?

2. What is the invincibility cheat for *Abrams Battle Tank*?

Jared, QLD

1. No and no.

2. On the demo screen, press B, B, C, B, C, C, B, C, B, B, C.

GO FOR THE LEG

How do I finish *Jurassic Park* on Mega Drive? When I use the Raptor, and on the last stage, I try to shake Grant's leg, but he stuns me. What do I do?

Andrew, NSW

When you play the Raptor, you need to shake the leg of the dinosaur – the right one with the larger rock for a base. Attack it four or five times.

MASTERFULLY STUCK

I'm having problems with *Lord of the Sword* on Master System. We kill everything, and have gone up and down the steps, but we end up at dead ends and can't go any further.

Also, are there any level select codes for *Sonic* and *Sonic 2* on Master System?

Michelle, QLD

Hopefully this will help: don't use the 'Shaggart Short Cut' until you're at the last phase of the game, when you have talked to the mayor's daughter. When you have used the shortcut, you will go from Lindon to Shaggart. Once there, a house will open. Enter it to find another temple. At the far entrance is the 'Foe Slayer Arrow'.

We have one for Sonic 2: while the machine is off, plug your control pad into port two and press Up, Left diagonal and buttons

& TTIPS

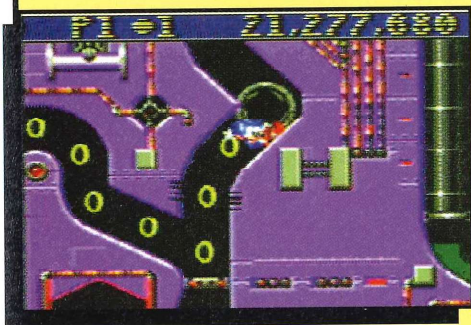
1 and 2. Turn on the console, while holding down these buttons. Now wait until Sonic has run completely across the screen, then plug your controller into port one. Press button 2 twice and the level select screen will appear.

SPIN-OUT

Are there any cheats for *Sonic Spinball*? I can get to the last level – The Showdown – but I am desperate to see the end sequence.

Steve, NSW

To defeat Robotnik, first free all the trapped animals at the top of the table. Each one has to be hit three times, then hit Robotnik's craft to finish the level.



NOT DEADLY YET

I will be getting Genesis *Deadly Moves* for my birthday. Could you give me a few codes for it?

Dean, VIC

As this is a Genesis game, we have no codes for it yet.

DOWN THE HOLE

Are there any cheats for Mega Drive *Fatal Labyrinth*?

Ray, NSW

No.

CONFUSION MODE

1. What does the mode button do on a six-button pad?

2. Any *SF2* cheats?

Dr Sega, WA

1. It switches between three and six-button

mode.

2. To use only special moves and throws: at the Capcom logo, press Down, Z, Up, X, A, Y, B, C.

JUNGLE EMERGENCY

1. In *Jungle Strike*, is there meant to be a Special Forces Assault Motorcycle? If there is, which level is it in?

2. Please can you give me the level codes.

Ken, VIC

1. Yes, it's in level four. You need to complete all the missions before, then blow up a building and there it is!

2. Level 2	RLPGYKBX6GG
Level 3	9V6DBRV76GG
Level 4	XTHGR9WNMCZ
Level 5	VNCFXLSZYW
Level 6	W6PDKV7LGFB
Level 7	THFYXL6MHZD
Level 8	7CDT46HPGFR
Level 9	NSJX7SHPGFR

WOLLIE BASHER

What is the easiest way to kill King Wollie in *Bubsy*?

Nicholas, VIC

Catch him on the far left and you will continue to glide and bounce back and forth between the scene wall and the Wollie. Keep the 'X' button pushed down, and steer into the ugly beast.

ON THIN ICE

1. In *Chakan* (Mega Drive), how do you break the ice that you're standing on in the second phase of the water portal in the Elemental Plains?

2. On *Landstalker*, where do you get the boot that allows you to walk on ice?

Peter, NSW

These are common questions, and we have the answers!

1. Get out your battering mallet, hold it straight up and jump into the air. When you are

coming down, rotate the D-pad around to the bottom to swing the mallet down and break the ice.

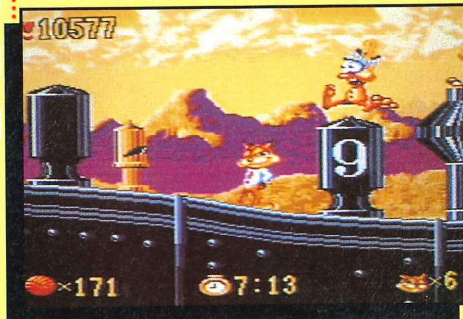
2. It's in the set of rooms that are made up of clawed hands with the eyes on the palms. You can only get there once you have defeated the Lava elemental near the undead priest.

BUBSY HELP

My son and I can't get around *Bubsy*! Can you help?

B, NSW

These level passwords should help (in order, from 1 to 16): JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRM, STGRTN, SBBSHC, DBKRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB, STCJDH.



PLAY IT AGAIN

1. In the January issue, you said that you could access a hidden zone on *Sonic 2* using an Action Replay. What is the code, please?

2. Are there any Action Replay level select codes for *Land of Illusion*?

Gareth, VIC

1. The code is FFFE100008.

2. The level select code is 00COB00X. Replace X with 0-c to select level.

TERMINATED

Are there any invincibility or unlimited life codes for *Robocop vs Terminator*?

Kevin, ACT

Not yet.

If a game is sending you around the bend, don't suffer in silence. Megazone and the guys 'n gals at the Sega Hotline are here to help! Drop a line to: '1 Must Be Useless', Megazone, PO Box 746, Darlinghurst 2010.

Landstalker is the hugest, most amazing

Landstalker

Gamebuster

It's also tough, so Peter Burney (who's smart enough to finish it) took pity and became Nigel for a day (or 12).

DROPPED ON THE ISLAND



1. Head through the door into the cave.
2. In the room with the box – place the box next to the bottom of the stairs to ascend.
3. Upon reaching the waterfall, you will have no choice but to jump down it (and off to Massan you will go).

MASSAN

1. You'll wake up in the Mayor's house. Take note of its position, as you'll have to

return later.

2. Leave town through the gate and follow the trail.
3. Visit the large tree on the right side of the trail and then continue on.
4. Look at the sign post near the broken bridge and head to the Waterfall Shrine.

WATERFALL SHRINE

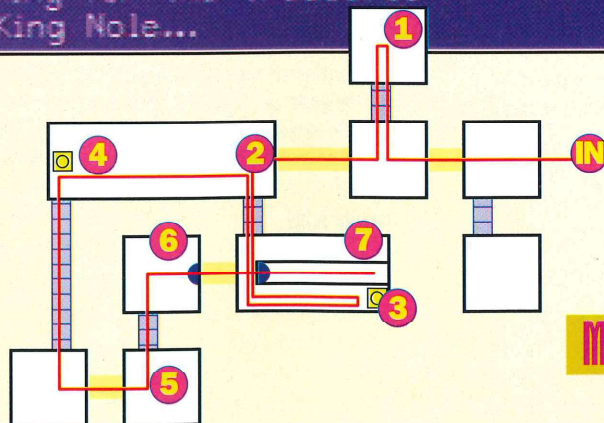
1. Once inside, go up the stairs to the right and collect the KEY from the chest.
2. Go back down and through the doorway, and use the KEY to open the gate (bottom centre).
3. Jump on sensor (bottom left).
4. Return to the previous room, jump on sensor (top left), and go through the secret hole (top centre).
5. Go up the stairs (bottom right).
6. Kill all baddies in the room, and go through the gate to talk to Prospero.
7. Return to Massan.



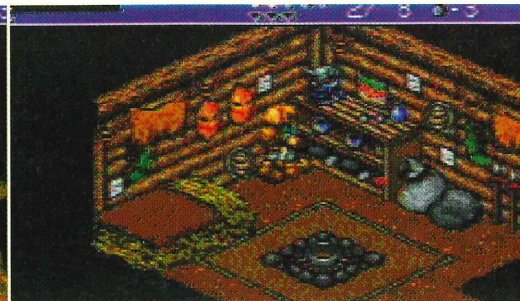
THINGS TO REMEMBER

When travelling through *Landstalker*, it is advisable to remember a few important points:

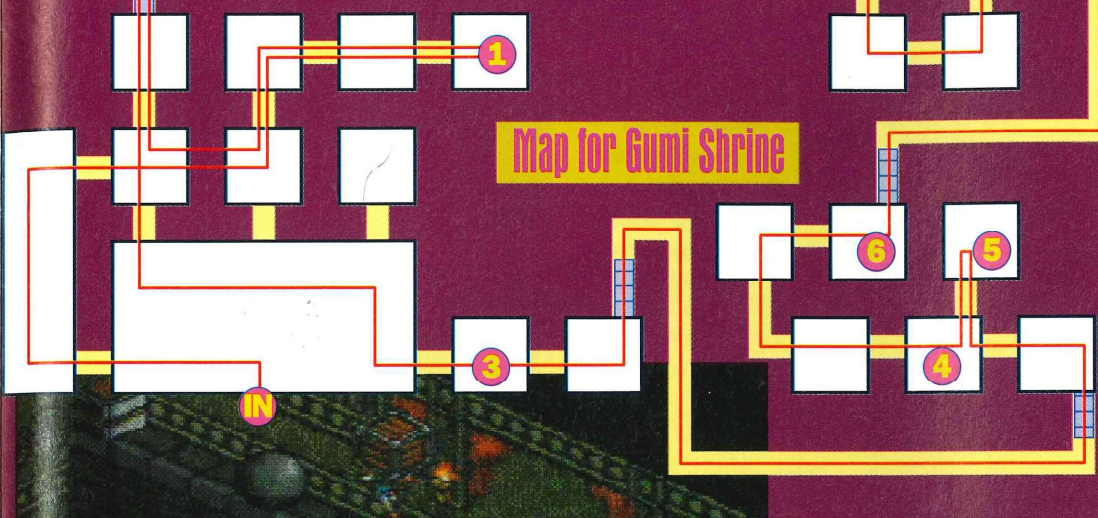
1. Save the game as regularly as possible. This can be done in churches, which are found in the towns.
2. Always stock up on EkeEke and extra life. These can be purchased from shops or found in chests.
3. Open *all* chests. These are found scattered throughout the land, and contain valuable goodies (some are hidden).
4. Kill *all* baddies – you'll be rewarded with money and other treasures.
5. Unless otherwise stated, to get through a locked door kill all the baddies in the room.



Map for Waterfall Shrine



RPG yet to be slotted into a Mega Drive.



Map for Gumi Shrine

GUMI

1. Go up the hidden path (to your right as you enter the Gumi screen) and watch the ceremony.
2. Go back along the path and into Gumi. Collect the **IDOL STONE** on the shelf in the house (centre left).
3. Go back along the path and follow the signs to the Shrine.

GUMI SHRINE

Use the **IDOL STONE** in front of the bricked doorway to enter the Shrine.

1. Get the **KEY** from the chest.
2. Get the **KEY** from the second chest.
3. Use the **KEY** to open the door.
4. Open the locked door (right) with the **KEY**.
5. Jump on the sensor.
6. Use crates to cover two sensors and ascend the stairs.
7. Put crates on two sensors.
8. Get the **KEY** from the chest.
9. Use the **KEY** to unlock the door.
10. Jump on the sensors to lift the planks.



Fara: Oh, Nigel...sigh!...
I just knew you'd come!



11. Lure baddies onto the sensor to open the gate.
12. Get the **KEY** from the chest.
13. Use the **KEY** to unlock the door.
14. After talking to the Mayor's daughter, go back to Massan.

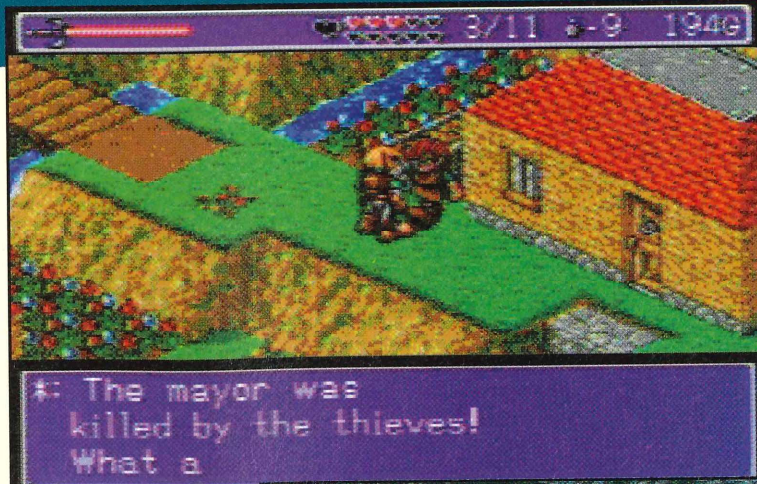
MASSAN

1. Fetch the **RED JEWEL** from the Mayor's house.
2. Leave Massan, go through Gumi, and head towards Ryuma.
3. The path will be cleared, and you can continue your quest.
4. Just outside of Gumi there's a path to the right between two cliffs. Talk to the Knight inside the house and get the **MAGIC SWORD** (don't forget to equip it!).

*: 1-2-3!
*: Heave-ho! Heave-HO!!

LandStalker

PRINCIPAL



RYUMA

1. Enter the town, cross the bridge and go down the steps on your left. Speak to the boy jumping on the left hand side of the first (Mayor's) house (he's hidden between the house and the wall).
2. Go inside the house and speak to all the people.
3. Head to the raft at the bottom of the screen and float to the cave.

CAVE NEAR RYUMA

1. Climb up the ladder (top left).
2. Stand in front of the statue and jump into it. This will stop the water flow. Head all the way back to the start of the cave.
3. Go through the 'new' door.
4. Get the **KEY** from the chest.
5. Unlock door with the **KEY**.
6. Jump on the sensor, then 'run' up the stairs and through the open gate.

11. Climb up the rope.
12. Search *all* the chests and go back to Ryuma.

RYUMA

1. Go to the Mayor's house and collect the **SAFETY PASS**. Head back towards Mercator.
2. On the way to Mercator, you'll come across two large trees (right of the Ryuma/Mercator sign). Go into the larger one, which looks rather ill.

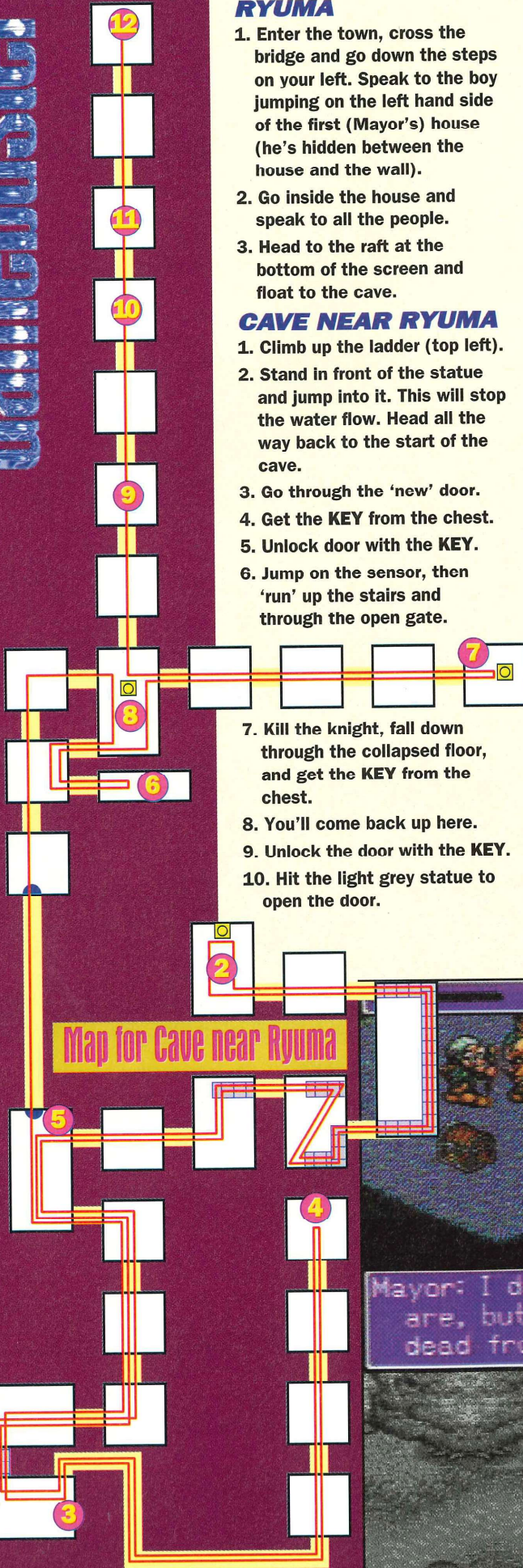
SICK TREE

1. Keep going up until you come to a two-way junction. Take the route which continues to climb (right path).
2. At the top is a sensor. Jump on it, return to the junction

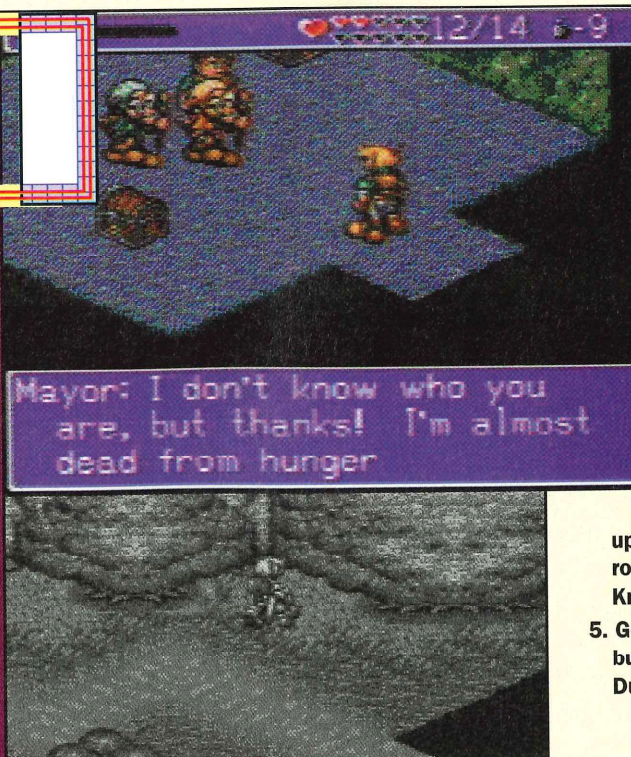
- and take the other route.
3. Kill the big knight at the top by hitting him a few times. You now have tree transportation. Go to Mercator.

MERCATOR

1. Visit the transport tree to the right of the main gate of Mercator. To get inside, refrain from giving the guard any money. Once inside, explore the town and visit each house.
2. Talk to the girl on the far side of the fountain.
3. Go to Madame Yard's and speak to the girls at the stairs.
4. Speak to the fortune teller, and when you've grown older go back to Madame Yard's and talk to the man at the counter. Follow the girl upstairs - after you leave the room you'll fight Arthur the Knight.
5. Go into the castle, where the butler will escort you to the Duke.



Map for Cave near Ryuma





Please come to the banquet room. It's on the second floor.



CASTLE

1. You'll be taken to your room after leaving the Duke.
2. Look around the castle, then go to the kitchen (ground floor, left side of the castle) and speak to the lady there.
3. Go to the banquet room (second storey, left door) and speak to the Duke.
4. Go back to your bedroom (third storey, right door) to sleep.
5. Head back into town.

MERCATOR

1. Buy a new breast plate at the shop.
2. Go down the stairs inside the house and into the dungeon.

DUNGEON

1. When entering any cell in the dungeon, read the plaque

inside (on the wall behind the right torch), then complete the tasks as listed below. If you complete the task successfully, the torches will be doused.

2. Kill bubbles in this order - white, red, yellow.
3. Don't move after reading the message.
4. Go to the right bottom step and, facing the door, jump to the top of the invisible staircase against the wall.
5. Kill only the yellow skeleton.
6. Use the crate to reach the highest level, and walk through the centre of the back wall.
7. Don't move after reading the message.
8. Place the sensor next to one of the torches and jump on it (don't jump on it before you move it).
9. Throw the boulder twice at the baddie to kill it (if it lands on the baddie's head, exit the room and start again).
10. Cross the river on the raft.
11. Strike the fireball in front of the door (this takes practice).
12. Strike the invisible baddie to the mummy's left. You'll know when you've hit it as the mummy will flash. Four hits should kill it.
13. Collect the ARMLET from the chest and go back to town.

MERCATOR

1. You can stock up on cheap EkeEke from the shop at the wharf.
2. Leave town for Mir's Tower.

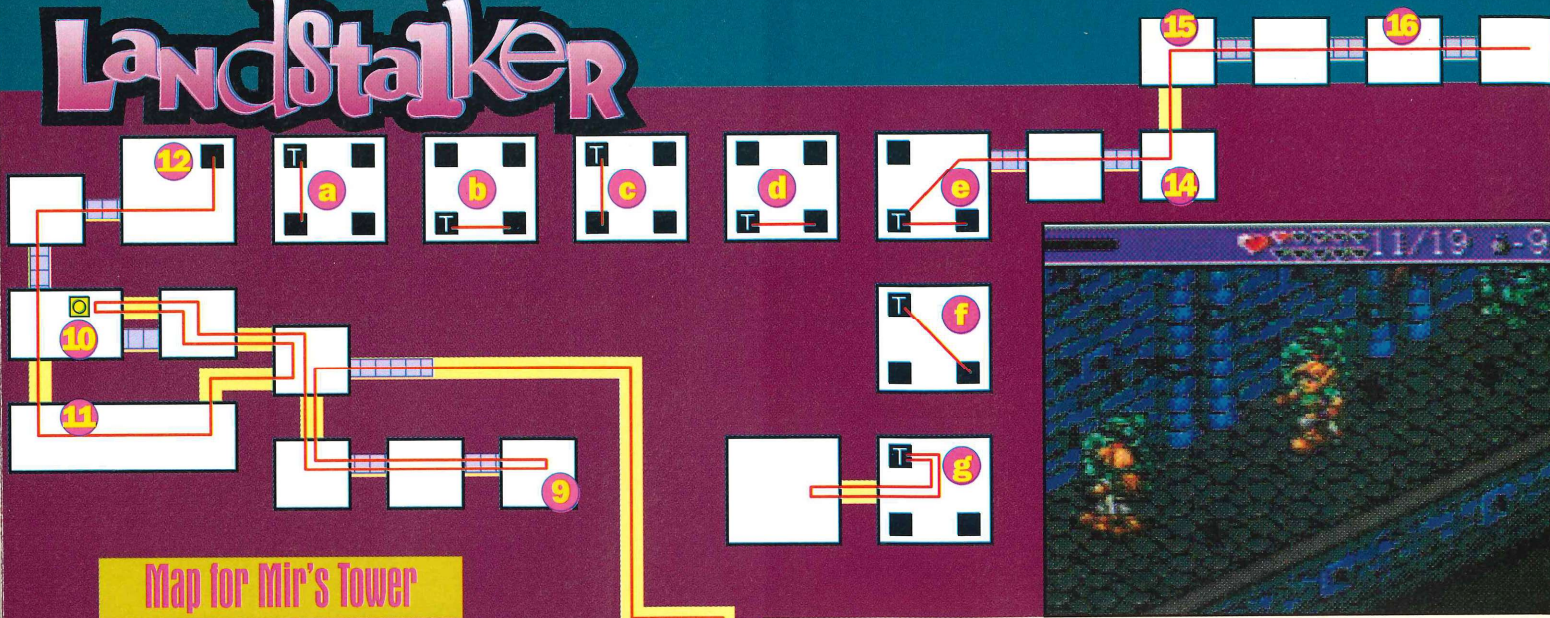


YELLOW, RED, AND WHITE IF EVERYTHING'S IN ORDER EVERYTHING'S ALL RIGHT

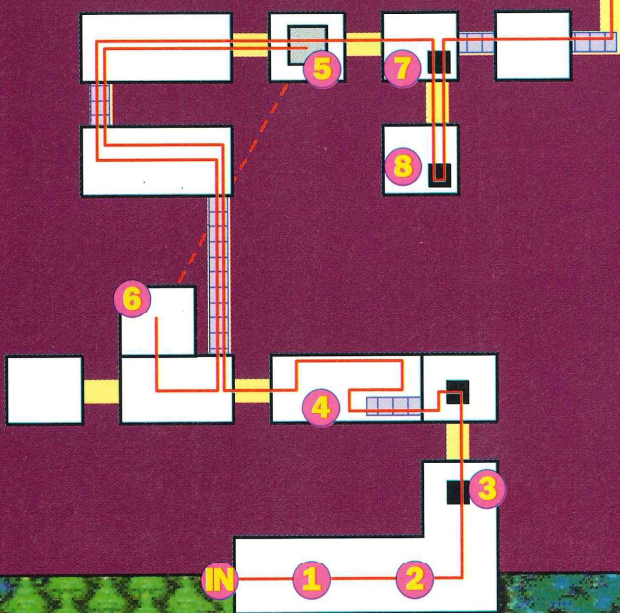


Dexter: Ouch!!!
Aughhhh!

Landstalker



Map for Mir's Tower



MIR'S TOWER

1. Read the plaque and answer YES.
 2. Read the plaque and answer YES.
 3. Read the plaque and answer YES. Go down.
 4. Kill baddies in the lower level first.
 5. Jump down the hole in the centre.
 6. Kill all four mummies and jump on the sensor in the centre of room. Go back up to 5 and cross the new bridge.
 7. Go downstairs first.
 8. Jump on the sensors and run to the chest (this takes practice). Get the GARLIC. Use the GARLIC to scare away baddie Nigel.
 9. Game save here.
 10. Jump on the sensor.
 11. Go back and follow baddie Nigel through the wall.
 12. Jump on the transport square (top right corner).
- Transport rooms:**
- a) Balls (bottom left sensor)
 - b) Moving spiked balls (bottom right sensor)
 - c) Stationary spikes (bottom left sensor)
 - d) Big stationary spikes (bottom right sensor)
 - e) Mummies (bottom right sensor)
 - f) Cyclops (bottom right sensor)
 - g) Jump on the sensor in the centre of the room and go through the gate. Jump on the block sensor, run up the stairs and collect the KEY from the chest. Return to room (e) in this order of sensors: top left, top left. Once in (e) ascend the stairs (top right).
13. Use the KEY to unlock door.
 14. Fight baddie Nigel and follow him upstairs.
 15. To defeat Mir, always stay in a diagonal line from him. Keep moving and swing your sword as he passes you around the edge of the room (eight hits are required).
 16. After defeating Mir, go down the stairs and through the hole. Open the chest and head back to the castle in Mercator.





Ink: Nooooooooo!.....

CASTLE DUNGEON

1. After talking to the Duke in the castle, you'll be pushed down a hole to the dungeon below.
2. Run anti-clockwise around the room, jumping on sensors as they appear.
3. Place each of the four vases in the corners of the room, then jump on the floating platform.
4. Strike the top right statue.
5. Jump on the sensor to the right of the door as you enter. Run left to reach the gate at the top of the room (but be quick or the gate will close).
6. Fetch the **KEY** from the second cell. Talk to the people in the third cell.
7. Use the **KEY** in the locked door.
8. Go straight ahead through the small door.
9. Climb up the spiral staircase until you meet the Princess and Zak. Follow them to the ledge on the castle wall, then jump off.
10. Talk to the woman in the garden, then head to the upstairs section of the

guards' quarters. Kill the knight to save Arthur.

11. Speak to Arthur to get the lowdown on the Evil Duke.
12. Go upstairs, strike the knight's armour and climb the ladder to your right. Get the **KEY** from the chest.

MERCATOR

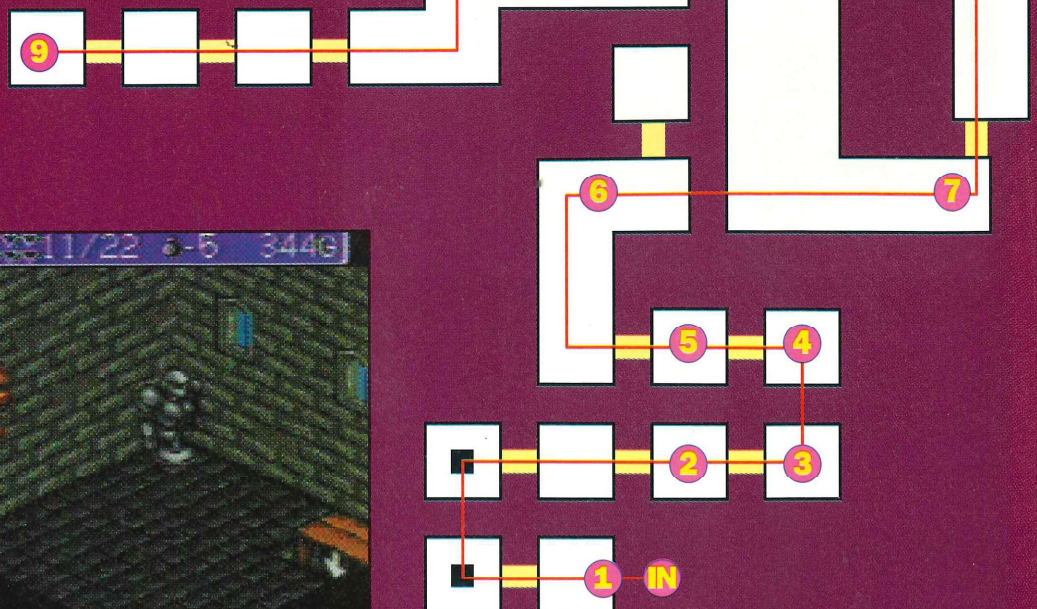
1. Use the **KEY** to unlock the door on the East Wall.
2. Inside the tower, climb the crates and jump on the sensor at the top.
3. Go directly across the moat and through the door where the fountain used to be. This will take you to Greenmaze.



Zak: Stay there!
Or this noisy girl will fall to her death!



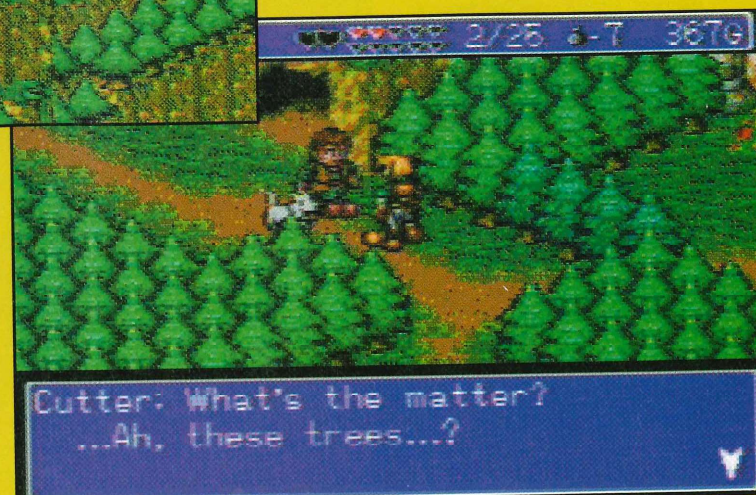
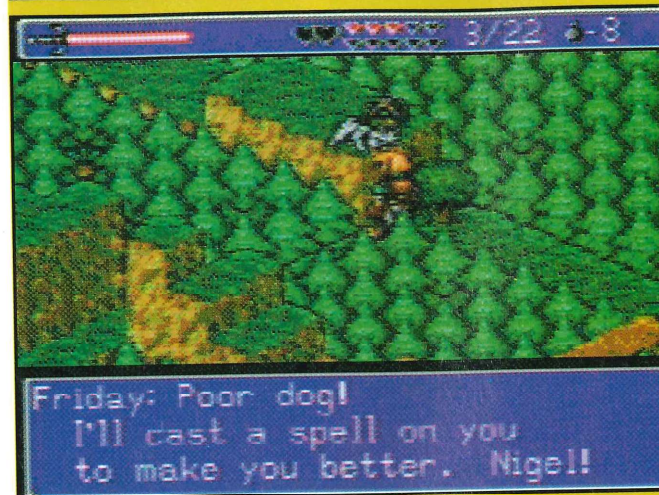
Map for Castle Dungeon



LandStalker

GREENMAZE

1. Visit the transport tree and talk to the old man. Go to Nigel's left, then right and right again. Follow the path to the tunnel and go through it.
2. Turn right at the bottom of the stairs and go up the next set of stairs to exit.
3. Go to the right, heal the dog and then follow him through the secret path.
4. Get the whistle from the man. Return to where you first entered the screen. Take the high road around to the tunnel.
5. Go into the tunnel, jump on the transporter, keep right and climb up the ladder. When you reach the large, grey square, take the stairs to Nigel's right. Upon exiting the screen, turn to Nigel's right and go up the stairs.
6. You'll enter the door on the left of the screen from above, and exit the door to the right of the screen. Travel up on the lift, walk around the path and exit the screen.
7. Jump across the lower path, go upstairs and down the hole. Once inside, climb down the ladder, and through the door to Nigel's right. Kill all baddies, follow the path (at the top of the screen) and take the first exit.
8. Stay high and make your way to the ledge. A gnome will appear, and try to push you off. You'll need to make your way back to this point to continue.
9. Once you've returned, follow the gnome's directions. Go down the rope and up the



hidden staircase (very close to the bottom of the rope). Follow the high path and jump across the ledge.

10. Descend the stairs. Here you'll be stopped by Friday.

Use the whistle and the cutter will come and chop down the trees.

11. Get the **SUN STONE**.
12. Take the transport tree back to the start of Greenmaze, and then return to Mercator.

MERCATOR

1. Enter the shop, talk to the owner out the back and agree to a drug store. He'll give you a **BUYERS CARD**.
2. Head to the warehouse and buy everything inside. Go back to the shop.
3. Go to Ryuma.

RYUMA

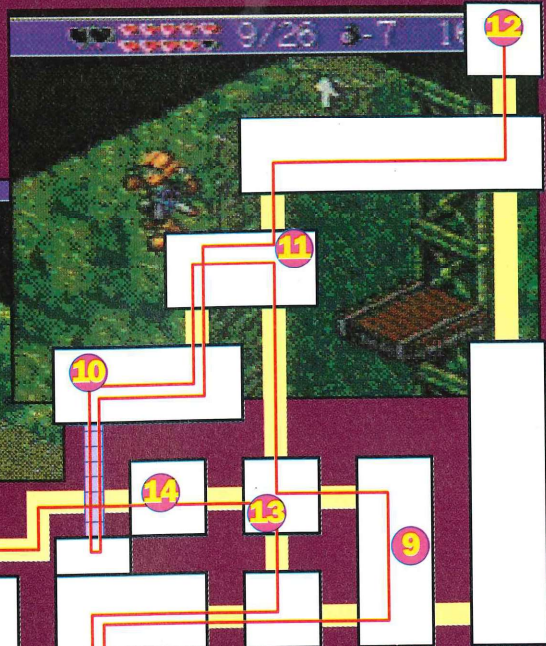
1. Take the **SUN STONE** to the top of the lighthouse. After the light is fixed, go to Mercator Wharf.

MERCATOR

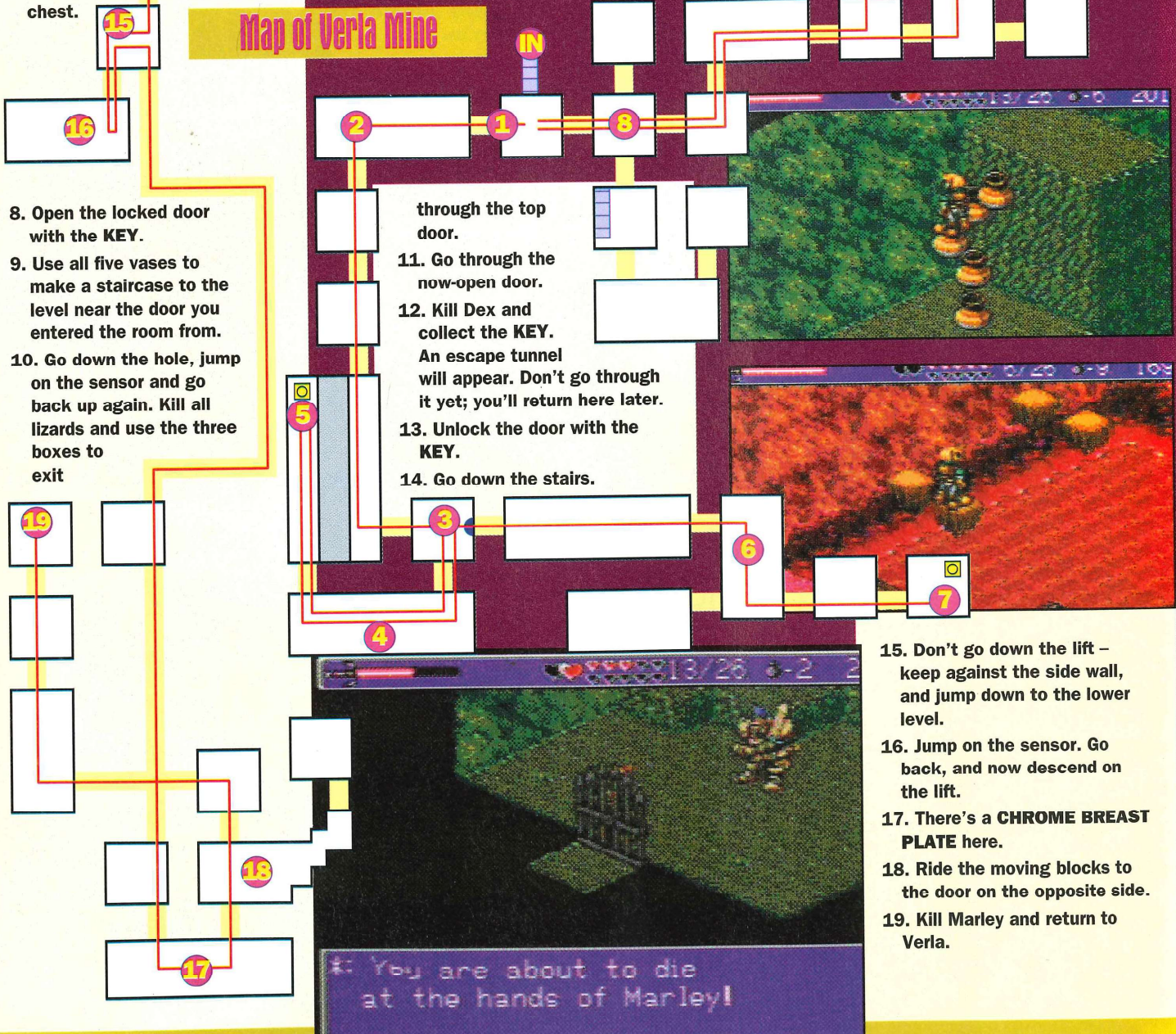
1. Go to the top jetty and board the boat. Talk to the sailors at the front of the boat and it'll be full steam ahead.
2. You'll be forced off at Verla. Save the game in town.
3. The transport tree is to the right of the sign as you exit Verla. Take it to Mercator to stock up on cheap EkeEke when you need it.
4. Go to Verla Mine (see sign).

VERLA MINE

1. Go down the ladders until you reach a two-way junction. Go to your right first.
2. Door is blocked by guards
3. Door is shut.
4. Kill all skeletons and jump on the sensor to open the gate.
5. Jump on the sensor at the end of the walkway.
6. Go across the top to the high door.
7. Kill the knight and get the **KEY** from the chest.



Map of Verla Mine



OK, once you've mastered all that, it'll be the end of the month and you'll be ready for Part Two. Obviously, you'd be a Nigel to miss it.

Virtua Racing



DSP
CHIP

STRAIGHT FROM THE ARCADES ▶▶

- ▶ The first game to utilise DSP chip technology for real 3D effects and incredible speed.
- ▶ Awesome polygon graphics.
- ▶ Multi course circuit of raceways with tracks based on Formula 1 racing circuits.
- ▶ Race against 15 cars.
- ▶ Choose from 4 playable views.
- ▶ 1 player or 2 players split screen.

SEGA®

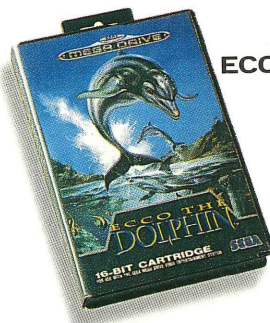
MEGA DRIVE

II

SGA 0039

COMING SOON

NOW YOU
CAN AFFORD
A SEGA
CLASSIC.



ECCO THE DOLPHIN
MEGA DRIVE
\$49.95
RRP

CHAKAN
MEGA DRIVE
\$49.95
RRP



MICKEY MOUSE
MASTER SYSTEM II
\$29.95
RRP

LIMITED STOCKS HURRY!



SEGA CLASSICS. An on-going range of the best Sega video games ever, all at specially reduced Sega Classic prices. New Classics are available all the time but the best ones always go quick. Sega Classics available at leading retailers now!

Subscribe AND Win

YOUR CHANCE TO WIN A MEGA DRIVE III!

Take out a subscription to Megazone, and you're in with a chance to win an amazing Mega Drive II, along with two of the hottest cartridges on the planet, *Sonic 2* and *Toejam & Earl**. Every new subscriber's name goes into our Mega Drive Mega Draw. Just tell us in five words why you need a Mega Drive II, and keep your fingers crossed.

HAVE MORE CASH TO SPEND ON GAMES

Subscribing saves you money. For a 12-month subscription, you only pay for 10 issues. Choose the six-month option, and shell out for just five. And you'll be protected against any future price increases for the duration of your subscription.

NEVER LEAVE YOUR HOUSE AGAIN

Megazone will be delivered to your door every month, fresh, crisp and lovingly wrapped in polythene. Save yourself the trouble of ransacking the local newsstand for a copy.

BE MORE ATTRACTIVE TO THE OPPOSITE SEX

Megazone is packed full of reviews, news, hints and tips. You'll be able to talk with authority about the latest games and how to beat them. Admirable qualities in everyone's book.

OK, I'LL DO IT

Subscribing couldn't be easier. Simply have your credit card details handy and give our subs hotline a call on 008 807 913, or fill in the coupon below and send it along with your payment.



*Donated by Oxygen Computer Service, Westfield Miranda. Phone (02) 526 1170.

YES get busy and send me 12 issues of **MEGAZONE** for \$49.50

OR 6 issues for \$24.75

I need this Mega Drive II because _____

I am a new subscriber I am extending a current subscription

I enclose a cheque/money order payable to Mason Stewart Publishing. Or debit my credit card

BANKCARD **VISA** **MASTERCARD** **AMEX**

Card No. Expiry Date _____

Cardholder's Name _____ Signature _____

Subscriber's Name _____

Address _____ Postcode _____

Contact Phone _____ Home Work

Please send to: Subscriptions Guru, Megazone, Freepost 33*, PO Box 746, Darlinghurst, 2010. Allow 4-6 weeks for delivery of first issue.

*No postage stamp required if mailed in Australia. Offer good only in Australia. Ring for overseas rates.

MZ0594

1. The competition is open to all Australian residents taking out a subscription before the last mail 30th September 1994. Entries received after that date will not be included. 2. South Australian residents need not take out or renew subscription to enter, but may enter once by sending hand-

drawn facsimile of coupon with their name and address to the printed address. 3. This prize is not exchangeable and may not be converted to cash. 4. The judge's decision is final and no correspondence shall be entered into. 5. The competition commences 1st February, 1994 and

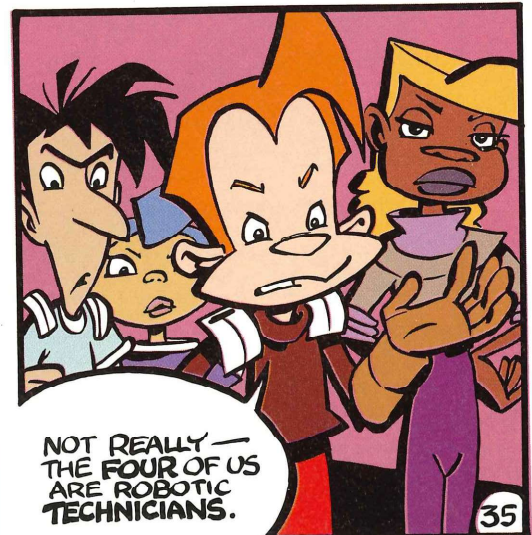
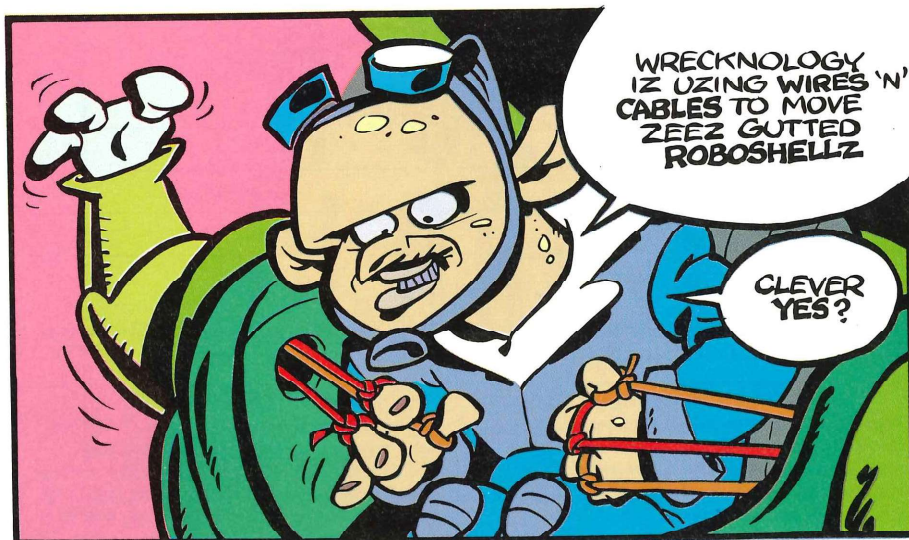
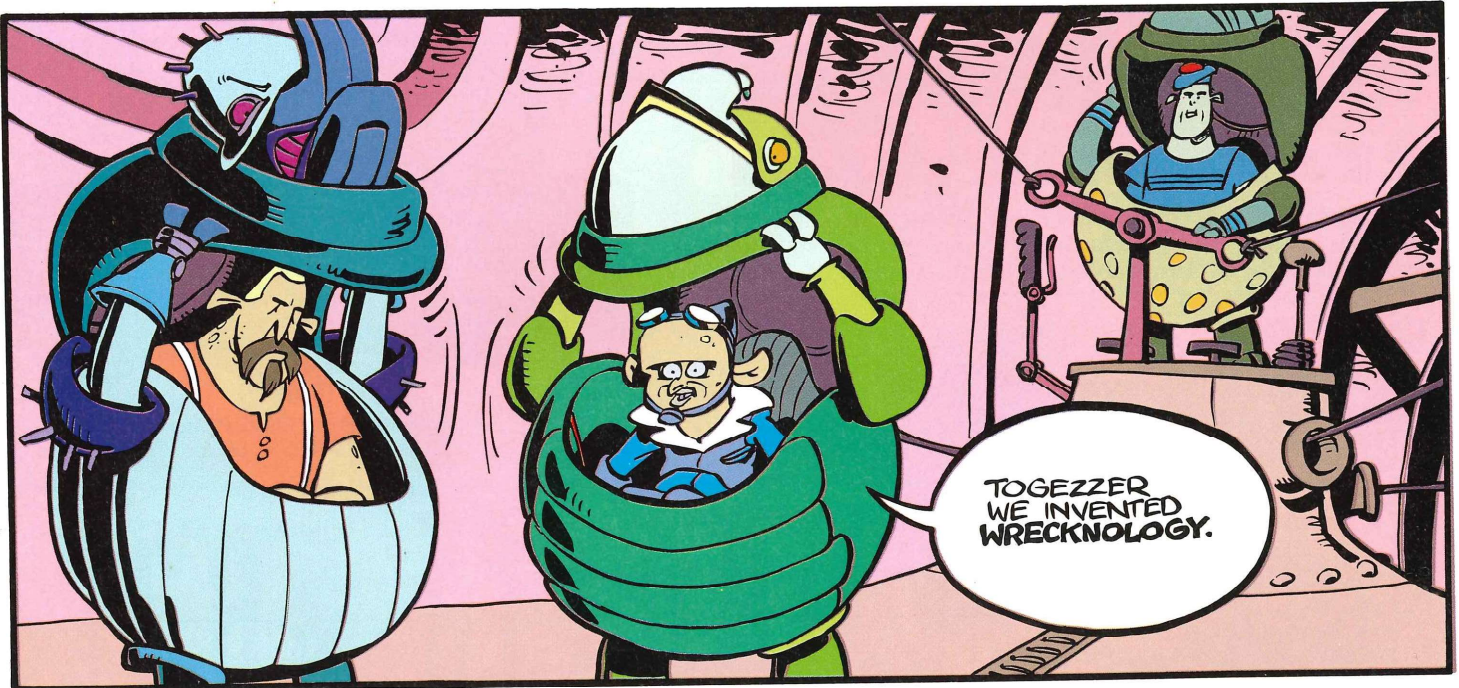
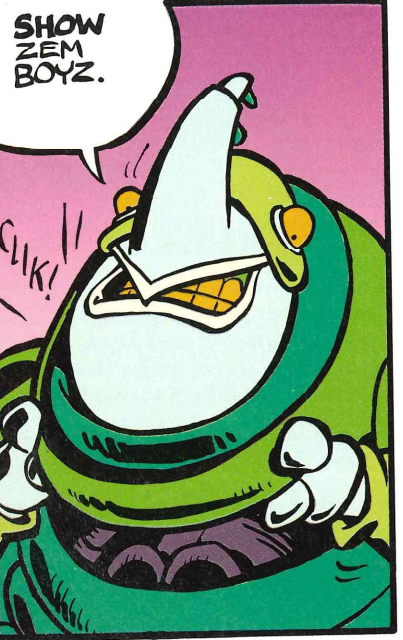
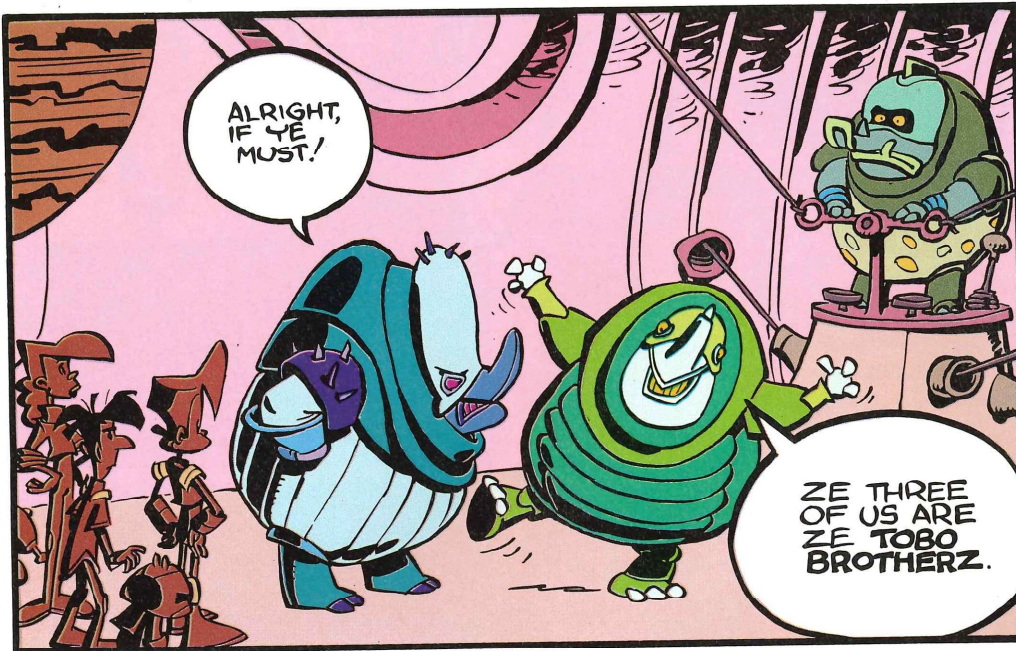
closes last mail 30th September, 1994. The draw will take place on 1st October, 1994 and the winner will be notified by telephone. The winner will also be announced in Megazone Magazine. 6. The promoter is Mason Stewart Pty Ltd, ACN 001 268 060. 7. And jolly good luck to you.

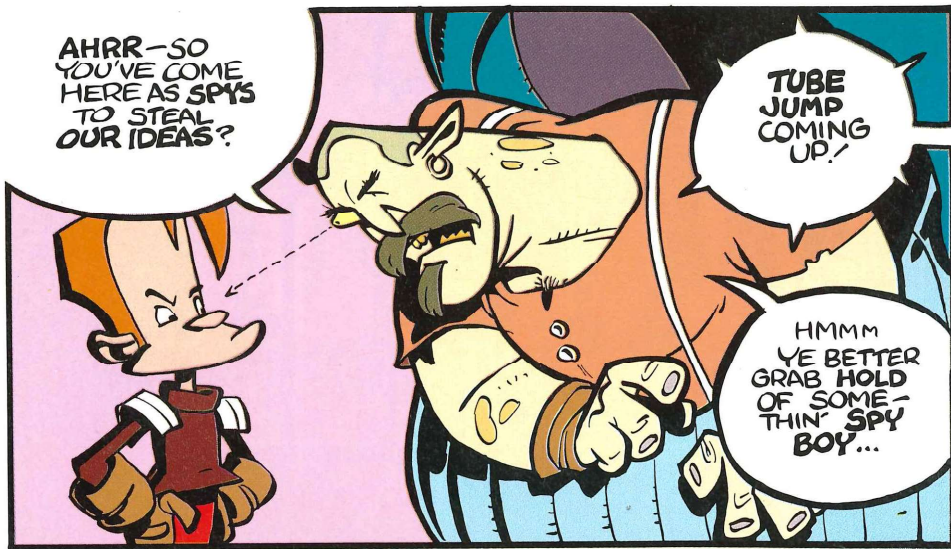
REX VECTOR

BY FIL BARLOW

©COPYRIGHT 1993

THE STORY SO FAR - IN THE BELLY OF THE PIT DRAGON REX AND THE XPEER GANG HAVE MET SOME ODD ROBOTS. ONE OF WHICH WANTS TO DO THE INTRODUCTION'S...





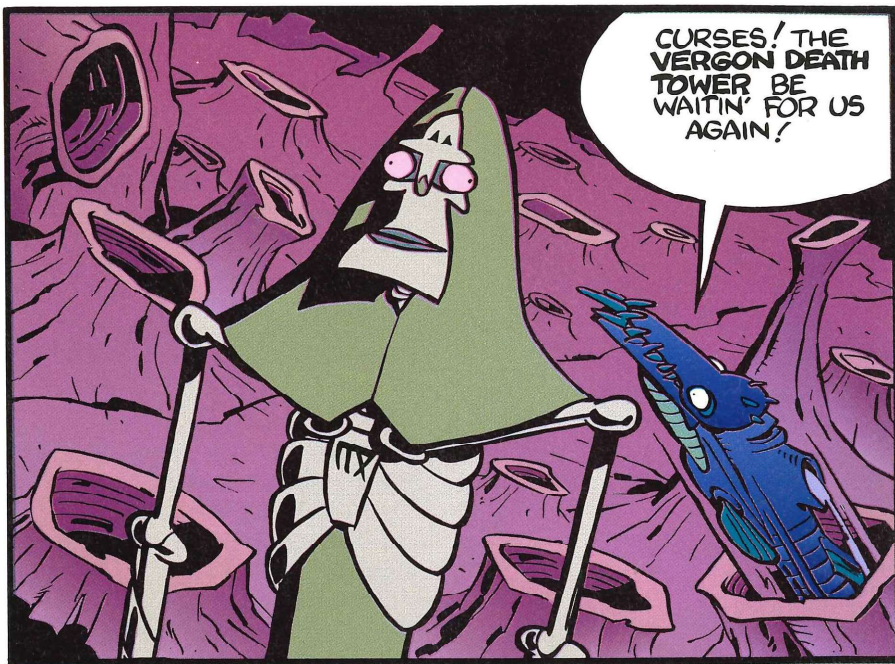
AHRR—SO YOU'VE COME HERE AS SPYS TO STEAL OUR IDEAS?

TUBE JUMP COMING UP!

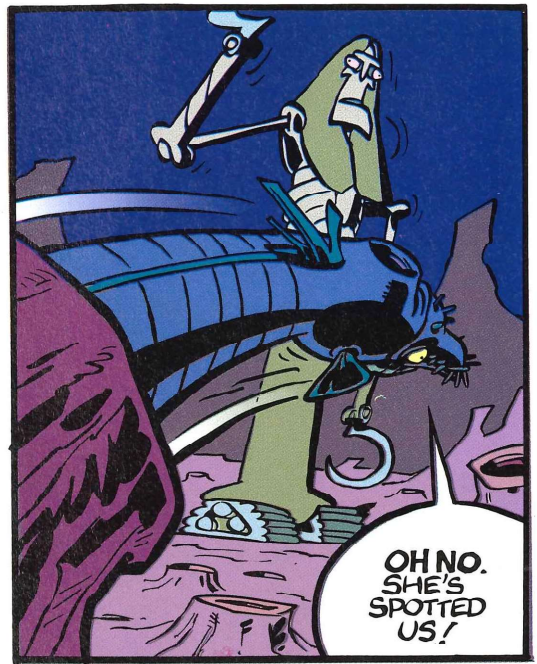
HMMM YE BETTER GRAB HOLD OF SOME—THIN—SPY BOY...



...COS TUBE JUMPING CAN GET ROUGH!



CURSES! THE VERGON DEATH TOWER BE WAITIN' FOR US AGAIN!



OH NO. SHE'S SPOTTED US!



MADE IT!

36



YOUR CHEERING BE PREMATURE. THERE'S MORE JUMPING AHEAD.

GHASP!

YOU'RE LATE. YOU WERE MEANT TO SAY SOMETHING FUNNY IN LAST MONTH'S ISSUE.

IT'S MY TURN THIS MONTH!

GRRr

CRACK!

TO BE CONTINUED...

END ZONE

Mother's Day is approaching, so the Megazone crew went to the shops and bought some flowers and a nice card for their dear old mums. But then, when it came to giving their aged relatives the goodies, they couldn't remember who's mum was who.

Can you help the team work out which old fogey belongs to who, so they can deliver the inexpensive gifts to the correct ancient fossil without embarrassment, and still be in line for some loot when the old bird croaks it? Get it right and you could win a million dollars!*



COMPETITION WINNERS

Sony put up bagfuls of promotional goodies for its competition in February's Megazone. Walkmans, jackets, fluffy bunnies, T-shirts, CDs, inflatable Puggsys and fridge magnets were among the goodies on offer.

The answers: 'Microcosm' means a little world, Peter Pan used to be a lawyer and Dracula's favorite tippie is a couple of litres of virgin's blood. Those of you who thought Peter Pan's previous career was as a male escort, you need help...

The five winners are: David Littlely, Goolwa, SA; G Freeman, Geraldton, WA; Justin Ryan, Jingili, NT; Liam Hayes, Wishart, QLD; Anthony Bentley, Munruben, QLD.

Kaylee Computing donated 15 Megaverterers, plus five extra-lucky readers will be playing with a Master Blaster joystick. They're the first five listed: Martin Greig, Fairview Park, SA; David Mason, Turrumurra, NSW; Paul Quinn, Hornsby, NSW; Timothy Eichmann, Kingaroy, QLD; John Hall, Morpett Vale, SA; Frank Lin, Mt Ommaney, QLD; Adam Solomon, Bondi, NSW; J Thompson, Upper Mt Gravatt, QLD; Alan Chan, Cessnock, NSW; E Carter, Muswellbrook, NSW; Scott Erington, Brinkin, NT; Robin McDermott, Lorne, NSW; Wayne Lauga, North Rockhampton, QLD; Michael Knight, Bundaberg, QLD; Ben Pearce, Kangaroo Flat, VIC.

By the way, mega means a million.



That isn't really Adam's mum, by the way, but his sister who popped over to Australia especially. She does look just like the old hag, though. Erm, whoops, I told you not to print that bit. We're in for it now!

Sandra's mum saw what we'd written before the magazine was published, and gave her a real belting and a lecture

about giving less cheek to her elders.

Duane thought he'd keep out of trouble by making sure his mum would never see this issue of Megazone. However, a copy is winging its way to Canada at this very moment, courtesy of the rest of the team. Looks like he's got some explaining to do...!

*worth of Slovakian roubles. You collect.

AUSTRALIAN **BODYBOARDER**



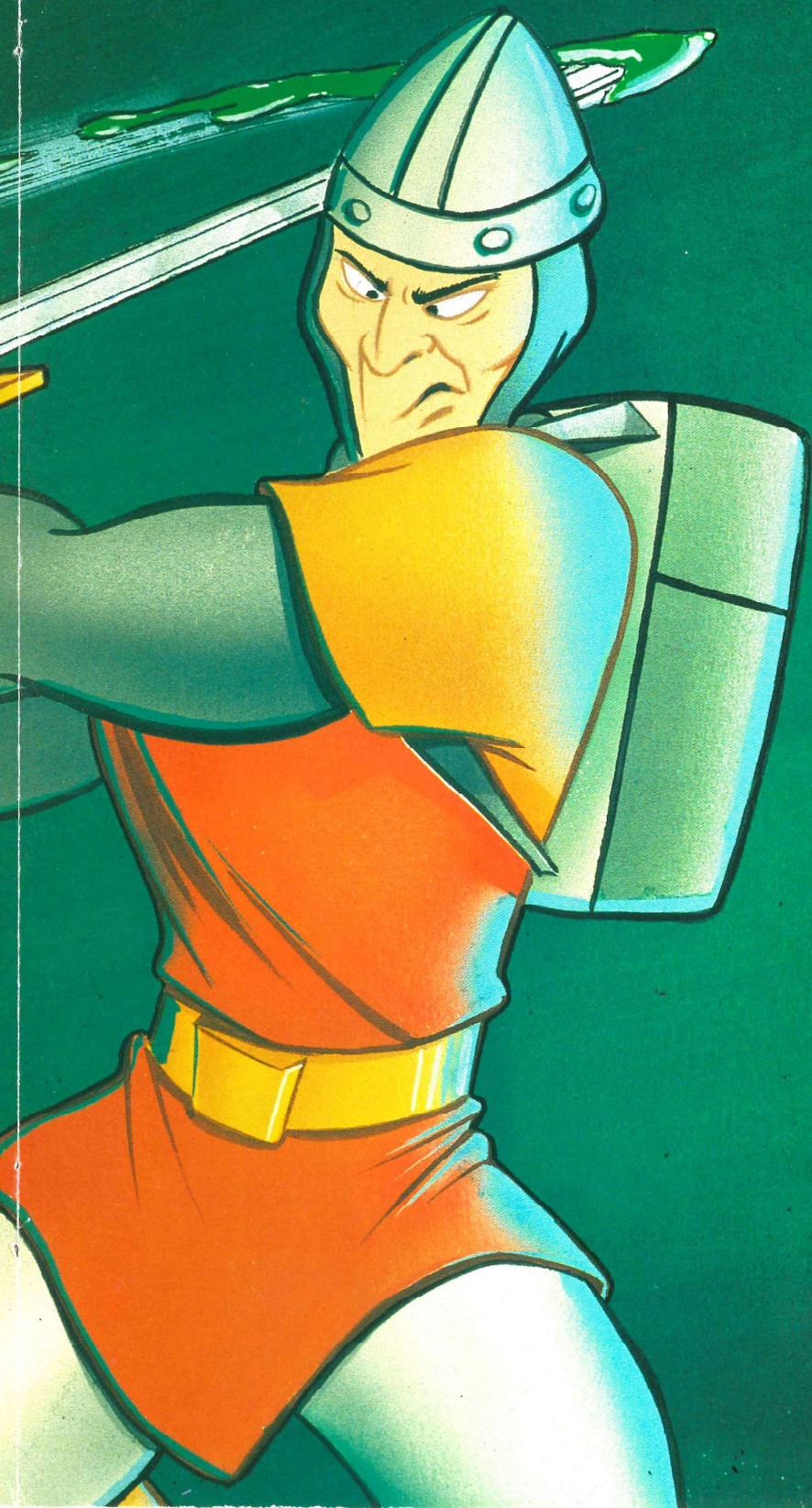
the gnarliest

bodyboarding magazine on the planet

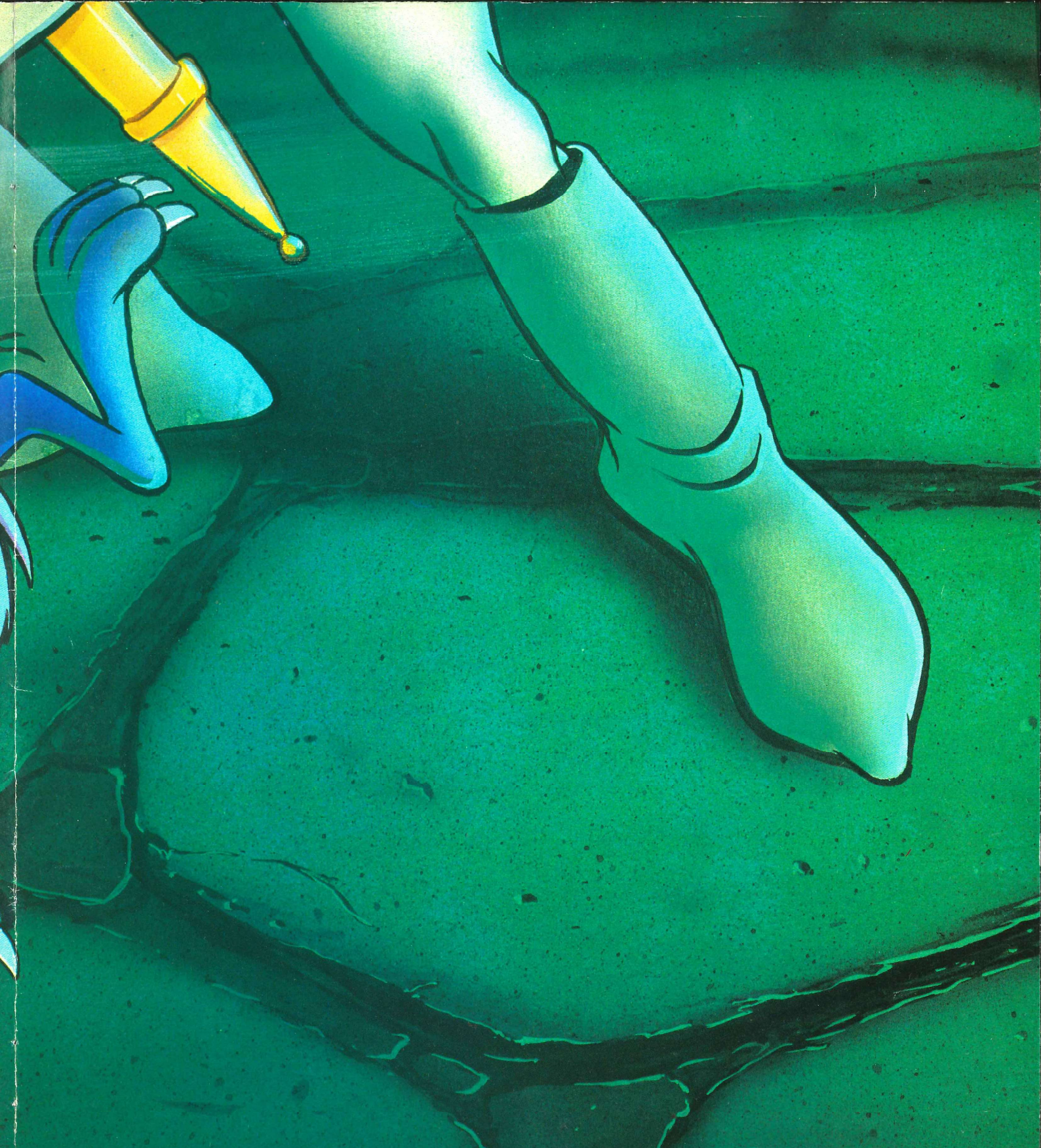
OUT NOW!

DRAGON'S LAIR









MEGAZONE

ETERNALS CHAMPIONS









MEGA-CD

MORTAL



KOMBAT[®]

2ND QUARTER '94

SEGA